

# ABUBAKAR MUNIR

abuabkarmunir15@gmail.com · 403-813-1792 · <https://www.linkedin.com/in/abubakar-munir-57127819a>

## TECHNICAL SKILLS

---

- Android: Kotlin, Jetpack Compose, Android SDK, Coroutines, Flow
- Architecture: MVVM, State Hoisting, Unidirectional Data Flow, SOLID
- Tools: Git, GitHub, Jenkins, CI/CD
- Mobile & Backend: Firebase, AdMob

## EXPERIENCE

---

### Independent

Jul 2024 - Present

#### Software Engineer(Contract)

- Architected a realtime 3D dental simulation system using Unity, enabling interactive visualization of tooth anatomy, pulp chambers, canals, and surrounding structures with spatial accuracy.
- Developed custom physics and collision systems for dental instruments (burs, files, probes), including depth limited drilling, enamel/dentin resistance modeling, and material based feedback.

### Spongelli Toronto

Dec 2023 - Jun 2024

#### Unity Developer Intern

- Developed interactive VR environments using Unity and the Spatial SDK, architecting scene hierarchies, optimizing performance for VR frame rates, and integrating complex spatial interactions across multiple scenes.
- Developed custom physics systems for elevators, teleportation mechanics, and dynamic platform interactions, ensuring accurate collision detection and smooth user experience.
- Engineered immersive, futuristic VR environments in partnership with UX designers and 3D artists, optimizing asset management, building real time rendering pipelines to maintain high frame rates and smooth VR performance.

### Mindstorm Studios

Jan 2023 - Sept 2023

#### Software Engineer

- Engineered production ready localization for a live game, adapting UI, assets, and string management within a pre existing MVC framework, ensuring consistency across screens and game states.
- Implemented data driven A/B testing for iOS Apple Tracking Transparency onboarding, separating experiment logic from core app flow, dynamically serving variants, and analyzing conversion metrics which increased the ATT opt in rate from 5% to 22%.
- Led a major Unity engine upgrade from legacy 2017.x to Unity 2023.3 LTS for Super Salon, resolving engine level regressions, fixing broken materials/shaders, and restoring texture pipelines to ensure visual parity and runtime stability.
- Standardized iOS release workflows by authoring detailed Notion documentation for junior engineers, enabling safe, repeatable releases through a Jenkins driven CI/CD pipeline and reducing build errors and release risk.

### Game District

Feb 2022 - Dec 2022

#### Software Engineer

- Developed a custom 2D platformer core for a physics driven ball character, implementing movement mechanics, collision resolution, gameplay state management, and level systems independent of any pre built platformer engine.
- Engineered LiveOps support for a time limited Christmas Saga event, integrating seasonal content, event scoped progression, and safe activation/deactivation logic in a live production environment using firebase.
- Engineered a stick tower hunt game with dynamic level generation, designing procedural rules to assemble levels at runtime and ensure balanced difficulty progression.
- Engineered tower block destruction logic for dynamically generated towers, integrating physics, hit detection, and data driven parameters (via ScriptableObjects).
- Mentored interns on GitHub onboarding and Git workflows, delivering a deep dive into GitFlow best practices, pull request processes, and branching strategies to improve code quality.

## EDUCATION

---

### National University of Computer and Emerging Sciences

BSc in Computer Science.

2017 - 2021

## PROJECTS

---

### GIGR

[View on Github](#)

- Building A Kotlin based Android app for gig workers, building multi platform earnings aggregation pipelines, integrating real time tax estimation logic, and designing a modular, maintainable architecture capable of scaling with additional gig platforms.
- Implementing privacy first data handling and secure local storage, optimizing offline reliability, structuring app modules for separation of concerns, and enforcing robust type safe Kotlin patterns to maintain code quality and data integrity.