



MUET | 19th February

EXPERIENCE YOURSELF TO INNOVATE, COLLABORATE, AND LEAD IN THE AGE OF IMMERSIVE TECH

A Realistic Guide to Building a Global Career from Pakistan

Speaker:

Hallar Azad

Founder & CEO, Mixeal



| About the Speaker

Hallar Azad

Founder & CEO of Mixeal: A leading XR software studio.

Creator: The Final Overs (Top Cricket VR Game), Kynetik, Grasp

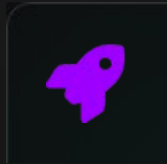
Experience: Unreal Engine Dev → Founder → Product
Manager

Clients: Unilever, Knorr, Agile Lens, World of VR GmbH

Origin Story: Started freelancing on Fiverr before
launching Mixeal, my own company.

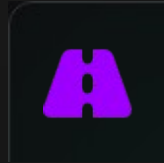


What We Will Cover



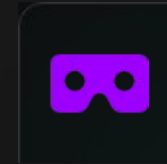
Learning Roadmap

How to start from zero, build a portfolio, and find global work.



Career Path

Different paths beyond just coding: Design, PM, QA, and 3D Art.



Advice

Why VR/AR matters now and where the industry is heading honestly.

Why VR/AR Matters Today



Growing Ecosystem



Gaming & Fitness Explosion



Enterprise Simulations

| The Future is Spatial Computing

Beyond Screens

AR glasses and mixed reality headsets are set to replace traditional phones eventually, shifting how we consume content.

AI + VR Convergence

Intelligent agents within VR environments are transforming training, making it dynamic and responsive.



| Why Choose VR as a Career?

- ✓ **Fast-Growing Industry:** Be an early adopter in a field that is just taking off.
- ✓ **Low Competition:** Far fewer experts compared to web or mobile development.
- ✓ **High-Paying Skills:** Specialized technical and creative skills command premium rates.
- ✓ **Global Freedom:** Work remotely from Hyderabad for clients in the US, EU, or GCC.
- ✓ **Creative & Technical:** The perfect blend of engineering logic and artistic expression.

META QUEST PLATFORM: KEY STATS



30+
MILLION

Meta Quest headsets in the market (rounded estimate)



\$3
BILLION+

Spent by VR users on the Meta Quest store for games and apps



VR Gaming

Gaming remains the primary driver of VR adoption. Top Quest games earn millions in revenue.

Key Players: Beat Saber, Gorilla Tag, Supernatural, Deadpool VR.

The Opportunity: You don't need a massive studio. Small indie teams are building hit games that outperform AAA titles.



Your Metaverse **Cricket Story** Begins Here



finalovers.cricket





THE FINAL OVERS

GAME TRAILER

TRACTION



40M+

Balls Played



500k+

Matches



20M+

Views



3500+

Copies Sold

**CLEAR VR Cricket Partner
PSL 2025**

in collaboration with



CLEAR

Oculus Start Growth Track

Sector 3: Education

Transforming classrooms into immersive learning environments.

Applications:

- Virtual Science Labs (Chemistry/Physics)
- Historical Reenactments
- Geography Field Trips
- Complex Concept Visualization


Example: Grasp XR (AI-powered learning platform).





Transforming Education with Virtual Reality

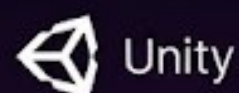


Powered by  ixreal

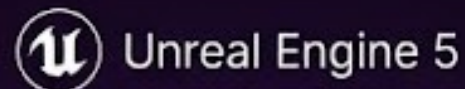
VR Career Paths & Essential Software

Gameplay Programming

Game Engines



Unity



Unreal Engine 5

Programming Language



C#



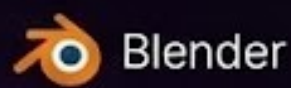
C++



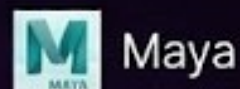
Blueprints

3D Art

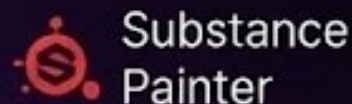
Essential Tools



Blender



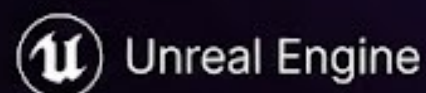
Maya



Substance Painter

Environment Creation

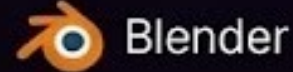
Core Software



Unreal Engine



Unity



Blender

Animations

Key Programs



Blender



Maya



Where to Learn

Free Resources



Dilmer Valecillos ✓

@dilmerv · 104k subscribers · 984 videos



Justin P Barnett

@JustinPBarnett · 42.3k subscribers · 373 videos

Affordable Courses



VR Development Fundamentals With Meta Quest 2 And Unity

Learn the basics of Virtual Reality Development with the mighty Quest 2, All-in-one VR headset from Meta

Created by [Tevfik Ufuk DEMİRBAŞ](#), [IRONHEAD Games](#)

Last updated 07/2023 | English | English, French [Auto], [2 more](#)

Premium	Access 26,000+ top-rated courses with a Udemy plan. See Plans & Pricing	4.2 ★★★★☆ 1,687 ratings	14,744 learners
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Unreal Engine 5 Blueprint Game Development (Updated to 5.6)

Created in collaboration with Epic Games. Master UE5 Blueprints, no coding needed. Build 3 fun, playable games.

Created by [Ben Tristem](#), [GameDev.tv Team](#), [Mitchell Theriault](#)



UNREAL **ONLINE LEARNING**

A FREE Gift for You: Two Udemy VR Courses

Coupon Code: HALLAR-UOB (100% FREE)



From 3DS Max to Meta Quest Using Unreal Engine: Step-by-step

Learn how to Create High Quality Architectural Walkthroughs for Meta Quest with Advanced...



Create Mixed Reality ArchViz in Unreal Engine for Meta Quest

We'll be using Meta XR Interaction SDK and Oculus Samples project to speed up ...



Instructor:
Walhar Gohar



UNREAL
ENGINE

 Meta Quest



The Reality Check

The Bad News

- The XR/VR industry in Pakistan is still very early-stage.
- Few specialized companies and limited structured job opportunities.
- Most projects are service-based rather than product-driven.
- Awareness and adoption are growing, but still not mainstream.

The Good News

- Low competition means huge space to lead the market.
- Companies are slowly adopting XR for education, training, real estate, and marketing.
- Global demand allows Pakistani talent to work with international clients.
- Early movers can become category leaders as the ecosystem matures.

Opportunities in Pakistan

Even with a small industry, work exists if you look in the right places:



Marketing Agencies: Creating 3D activations for brands.



Game Studios: Across Pakistan, gradually adapting VR



Government: Tech initiatives and digital transformation.







Universities: Adopting VR labs and research.



Global Opportunities

You are NOT limited by Pakistan's geography.

-  **Remote Jobs:** Work for studios in US, UK, EU.
-  **Regional Growth:** Saudi Arabia & UAE are hiring rapidly.
-  **Freelancing:** Start on Fiverr/Upwork like I did.
-  **Publishing:** Release your own games on App Lab/Meta Store.



| My Freelancing Journey

KEY MILESTONES

- \$200k+ Total Revenue
- Built Long-Term Partners with Repetitive Work
- Gained Confidence & Experience to Grow

WHY CHOOSE FREELANCING?

- Flexibility & Autonomy in Projects
- Rapid Skill Development & Portfolio Building
- Global Client Access & Networking

KYNETIK

Available On

 Meta Quest



DYNAMETIK

Available On

 Meta Quest





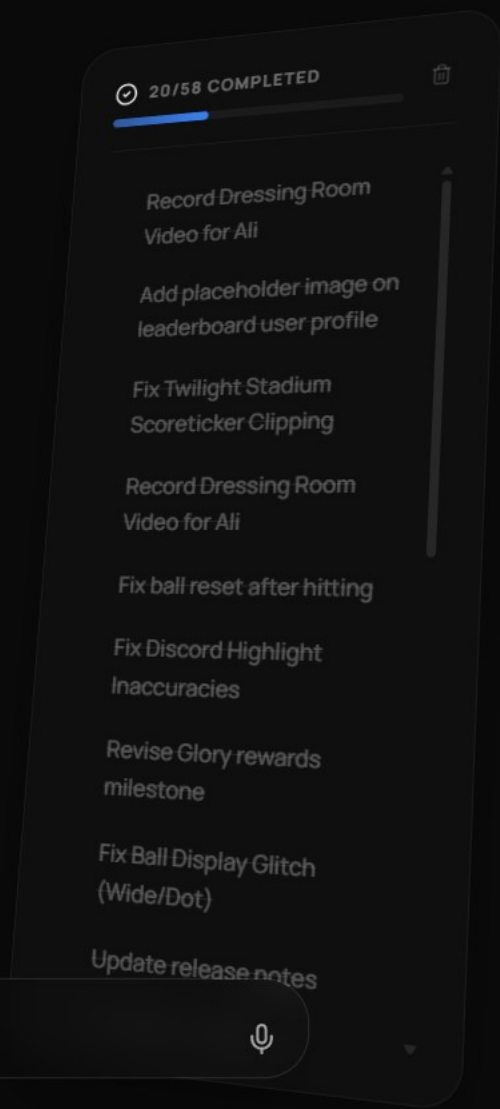
World's Smartest Todolist



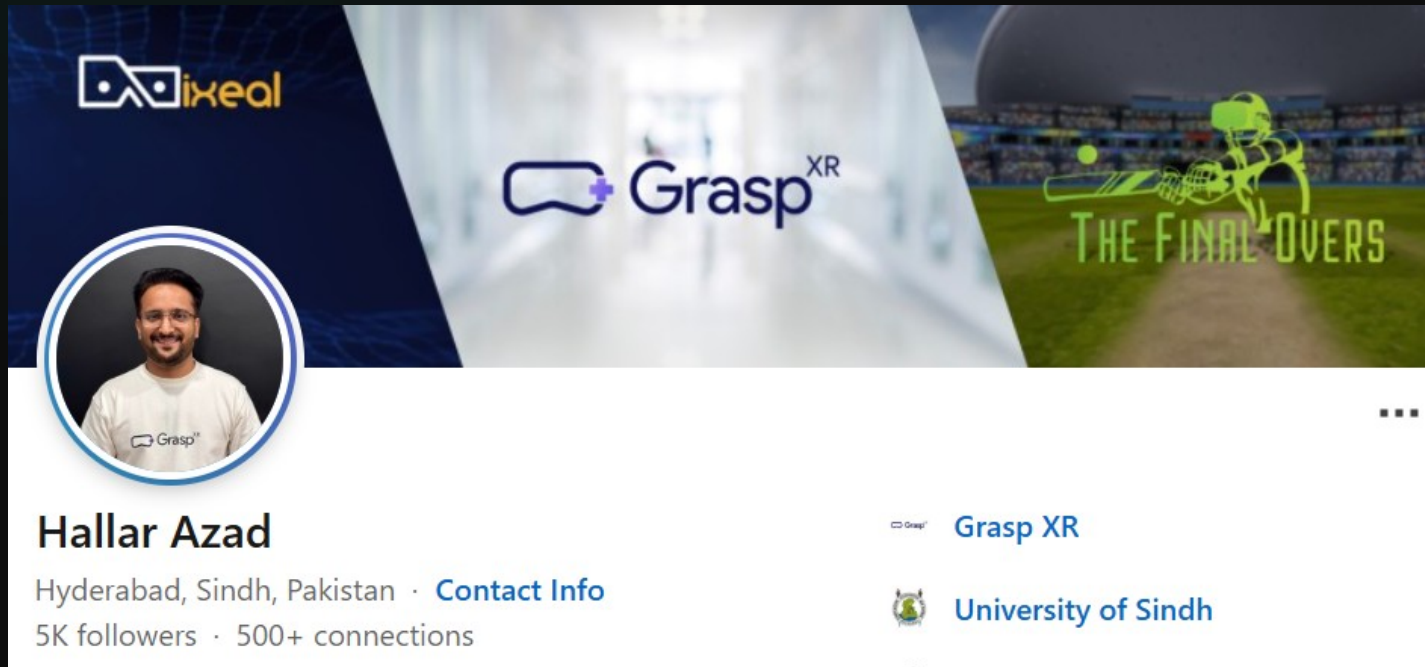
Progressing nicely!

Tackling bugs like 'Fix saved match GP collection' ensures a smoother experience.

- Fix saved match GP collection bug**
When resuming a saved match, the GP collected are not carried over and the player starts from zero. The GP should be the total collected up to that point in the match.
- Fix rank not updating after filter**
When switching filters for difficulty or game mode in the leaderboard, the displayed rank does not update accordingly. The rank remains global and is not affected by the applied filters.
- Change Washington Sundar to Off Spinner**
Washington Sundar (Kundar in the game) should be changed to an off spinner instead of a medium pacer.
- Fix CCR and RRR not updating in Pause Menu**
CCR and RRR are not updating in the Pause Menu.
- Fix Discord Highlight Inaccuracies**
Discord highlights are showing incorrect information, such as a century scored in 6 balls or 15 balls. This needs to be fixed as it's unrealistic.
- Fix Fa...**
In Exp... Add tasks with AI...
balls p...



Connect With Me



The image shows a LinkedIn profile card for Hallar Azad. The background banner features logos for 'mixeal' and 'Grasp XR' over a cricket stadium scene with the text 'THE FINAL OVERS'. The profile picture shows a man with glasses and a white shirt. The name 'Hallar Azad' is displayed in bold, followed by 'Hyderabad, Sindh, Pakistan · [Contact Info](#)' and '5K followers · 500+ connections'. To the right, there are two organization logos: 'Grasp XR' and 'University of Sindh'.

Hallar Azad
Hyderabad, Sindh, Pakistan · [Contact Info](#)
5K followers · 500+ connections

[Grasp XR](#)
[University of Sindh](#)

Hallar Azad

Founder & CEO, Mixeal

Mention "UOB Lecture" in your invite!

Open for:

- ✓ Portfolio Reviews
- ✓ Career Guidance
- ✓ Mentorship

Q & A

Ask Me Anything

Freelancing - Game Dev - VR Market - Unreal Engine