Arsam

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Profile

HTML5 Multiplayer Game Developer / Software Engineer with 3.5+ years of experience building real-time, scalable web-based multiplayer games. Strong background in JavaScript, TypeScript, Node.js, WebSockets, and game engines such as Cocos Creator, Phaser, and Unity. Experienced in server-authoritative multiplayer systems, game-state synchronization, performance optimization, and browser-based game deployment. Seeking roles focused on HTML5 multiplayer and real-time systems.

Technical SKILLS

Languages: JavaScript, TypeScript, C#, Node.js
Multiplayer & Networking: Socket.io, WebSockets, real-time synchronization, matchmaking
Game Engines & Frameworks: Cocos Creator, Phaser, Unity
Web & Graphics: HTML5 Canvas, WebGL, Three.js
Backend: Node.js (game servers, state management, bots/AI logic)
Tools & Workflow: Git, Jira, Agile/Scrum
Software Design: OOP, MVC/MVVM, common design patterns
Architecture: Asynchronous event-driven systems, real-time client–server communication
Platforms & Tools: Browser, Android, iOS, PlayFab, Google Play Games
Core Strengths: Multiplayer architecture, algorithms, performance optimization, and debugging.

Professional Experience

Software Engineer – Multiplayer Games   Dec 2021 – Aug 2025
Khaleef Technologies(Epic Games Lab) | Lahore, Pakistan

- Designed and developed real-time HTML5 multiplayer games using **JavaScript/TypeScript, Cocos Creator, Phaser, Node.js, and Socket.io**.
- Built **server-authoritative multiplayer systems** handling matchmaking, turn management, reconnection, and game-state synchronization.
- Developed a **4-player Jackaroo** game with AI-driven bots simulating real player behavior; implemented complex rules and edge cases on the server.
- Engineered a **4-player UNO** game for the web with scalable server logic; parallel development for Android using Unity.
- Converted multiple **Unity (C#) games to HTML5** by re-implementing gameplay logic in TypeScript and optimizing for browser performance.
- Created physics-based multiplayer games such as **Carrom Kings**, handling shot trajectories, real-time sync, and latency compensation.

- Delivered several HTML5 multiplayer titles for large platforms (**Gago, STC Play, GameNow, Poki**) using Phaser, cocos creator, and custom networking logic.
- **Debugged and profiled HTML5 games** using **browser developer tools** to identify **performance bottlenecks** and optimize **rendering and memory usage**.
- Integrated **graphics, animations, and audio assets** into **Cocos Creator** projects, focusing on **responsive gameplay**, smooth animations, and strong **visual polish** across browsers.
- Collaborated with designers and artists to integrate animations, UI, and effects while maintaining performance across devices.

Selected Projects & Platforms:
- https://gago.games/
- https://www.stcplay.gg/play/games
- https://gamenowplay.com/

Junior Front-End Developer   Oct 2021 – Nov 2021
Techcon Solutions | Gujranwala, Punjab

- Developed responsive web interfaces using **JavaScript and React**.
- Improved UI usability and layout using modern CSS practices.

EDUCATION

Master of Science (M.Sc.) in Computer Science.   Oct 2025 – Present
Technische Universität Ilmenau, Germany

Bachelor of Computer Science (BSCS)   Sep 2017 – Aug 2021
University of Engineering and Technology, Lahore (Pakistan)

CERTIFICATIONS

IELTS Academic – British Council(2024)   View Credentials
Overall band: 7.5 (C1)

Languages

- **English:** C1 (Professional proficiency)
- **German:** A1 (Basic)

Highlights

- 3.5+ years focused on **HTML5 and real-time multiplayer games**.
- Strong experience in **Node.js-based game servers** and browser optimization.
- Published and deployed multiple multiplayer games used by thousands of players.