

# Ibrahim Butt

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## SUMMARY OF QUALIFICATIONS

- Experienced Game Developer with 3+ years specializing in multiplayer architecture (Photon, Mirror, EdgeGap, Netcode) and mobile optimization.
- Implemented scalable systems using design patterns (MVC, SOLID, Dependency-Injection, Scriptables) with strong proficiency in Unity ecosystem (Cinemachine, VFX, Timeline).
- Expert in game monetization and backend services including PlayFab, Firebase Analytics, and in-app purchase optimization

## EDUCATION

BS Hons. Software Engineering, GIFT University

Gujranwala, Pakistan

| 2017-2021 | Game Development : A\* | Computer Graphics : A

## SKILLS

**Backend:** C#, C++, C# | **Frontend:** HTML, CSS, C# | **Database:** Firebase, Firestore, PlayFab

**Tools:** VS Code, Git, Visual Studio, Rider, Unity, Photon, Net Code | **Project Management:** Trello, Slack, Jira

**SoftSkills:** Leadership, Management, Communication, Presentation, Decision Making, Problem Solving

## PROFESSIONAL EXPERIENCE

### Katana Games

Game Developer

Hybrid, Lahore

December 2022 - Present

- Led cross-platform multiplayer/offline development using Photon PUN2 with real-time synchronization and state-machine AI systems
- Architected scalable gameplay mechanics integrating industry kits (UFE2, RFPS, RCC) with mobile-optimized controls and monetization pipelines
- Implemented comprehensive analytics, in-app purchases, and ad-integration across multiple platforms

### The Game Storm Studios

Game Developer

OnSite, Lahore

Apr 2022 - Nov 2022

- Developed mobile simulators utilizing industry kits (RCC, RFPS, InVector, Bike Controller, Plane Controller) with Firebase analytics, ads integration and in-app purchase optimization
- Created engaging gameplay using Unity Timeline, Cinemachine for cutscenes, and mobile-optimized systems for puzzle and vehicle mechanics across Android/iOS
- Implemented progression systems with dynamic mission generation and touch-based controls for simulation and story-driven experiences

### Game Train

Internee

Hybrid, Lahore

Jan 2022 - Apr 2022

- Top-performing participant in Game Train bootcamp, excelling in technical assessments, English proficiency, and practical field training while consistently ranking in top 3

## KEY PROJECTS

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### [Triple Hand Poker \(Multiplayer\)](#)

- Developed 6-player poker game with online/offline modes using Photon networking
- Engineered card evaluation algorithms, gameplay systems and network solution from scratch
- Implemented dynamic UI, camera management, and real-time player synchronization

### [Daleela \(Mobile\)](#)

- Developed modular education system with multi-language support for children's learning
- Created engaging interactive animations and child-friendly UI/UX systems
- Implemented progress tracking and reward mechanics to enhance learning experience

### [Police Dog Simulator \(Mobile\)](#)

- Architected open-world mission system with diverse gameplay mechanics
- Integrated multiple character controllers (Human, Vehicle, Pet AI) with seamless transitions
- Implemented analytics, monetization, and cutscene systems using Timeline

### [West World Cowboy Shooter \(Mobile\)](#)

- Cover-Shooting Mechanics with Cover Shooter Kit.
- Custom shooting mechanic and Cinemachine camera system
- Procedural Level Design difficulty, Bullet and level cutscenes.

### [Unblock It \(Puzzle\)](#)

- Designed 3D puzzle mechanics with unique level progression system
- Created competitive gameplay mode with leaderboard integration
- Implemented comprehensive store system with custom vehicles and characters

### [Robot Ring Fighting \(Mobile\)](#)

- Developed combat system with unique projectile powers and combo mechanics (Beat Up em Kit)
- Created dynamic entry/exit sequences and knockout cutscenes
- Integrated monetization systems and analytics tracking

### [Funny Shooter \(Web\)](#)

- Developed 6-player poker game with online/offline modes using Photon networking
- Engineered card evaluation algorithms, gameplay systems and network solution from scratch
- Implemented dynamic UI, camera management, and real-time player synchronization

### [Beat Em Up-Royale \(Multiplayer RPG\)](#)

- Created comprehensive combat system with sophisticated enemy AI behaviors
- Developed inventory and weapon systems with custom animation controllers
- Implemented survival mechanics and quest management system from scratch

## DEMO PROJECTS

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- [MatchingDotsMultiplayer](#)
- [WhackAMoleMultiplayer](#)
- [Rhythm Based Events](#)
- [MotionBased Input](#)
- [EdgeGap Server-Deployed](#)