MUHAMMAD SALAHUDDIN NAUSHAD

AKA: MYST1CS04P

DEVELOPER | SYSTEMS THINKER | PROTOTYPE ALCHEMIST

EMAIL | DISCORD | PORTFOLIO

Last Updated: 26th Nov 2025

ABOUT

Developer with experience in game development, backend tooling, and plugin-based systems. I've worked with Unity, Python, and Java on projects ranging from game jam titles to custom Minecraft server plugins to open-source automation tools. I'm comfortable taking ideas from early prototypes to deployed features, adapting quickly, and keeping code maintainable as projects grow. I've also managed small teams and online communities, which strengthened my communication, problem-solving, and technical decision-making. I focus on building practical, reliable systems and learning new technologies as I go.

MAIN SKILLS

Gameplay Programming	Modular Architecture	Community Management
C# and Java Programming	Version Control	Problem Solving
Python Programming	Rapid Prototyping	Systems Design

A BIT OF EXPERIENCE

MLabs Summer Program   July 2023 - August 2023
Lead Developer   July 2024 - August 2024

- Completed two university-level summer game development programs, delivering two full games from concept to release.
- Solo-developed Chickens vs Humans, earning a top-14 placement and the "Ridiculously Engaging Game" award.
- Built core systems such as slingshot movement, modular toolsets, and flexible level architecture for team projects.
- Strengthened skills in Unity, modular programming, rapid prototyping, and collaborating under tight deadlines.

Twinferno SMP   August 2024 - Present
Founder | Developer | Community Manager | Systems Architect

- Founded and managed a multiplayer Minecraft server, overseeing hosting, performance optimization, and growing the player base sixfold.
- Developed custom Java plugins to enhance gameplay and security, reaching over 120 downloads within two months.
- Implemented a Layered Rule System and weighted democracy model to improve fairness and community governance.
- Built an automated polling bot to support transparent decision-making and long-term player retention.

JB Technologies   September 2022 - December 2022
Junior Developer (Temporary Intern)

- Joined the team at age 13 at the request of a company manager.
- Collaborated with a senior developer while exploring Unity and internal tools.
- Refactored a legacy project to improve scalability, technical structure, and gameplay.
- Enhanced game feel and visuals through targeted system and content updates.

Witchlight Studio   September 2025 - November 2025
Lead Developer

- Served as the sole developer, leading technical direction on a new game prototype with an emerging creative team.
- Built core gameplay systems, including modular player controllers and an inventory system.
- Contributed to game design ideation, shaping mechanics, and overall player experience.
- Established early workflows and technical foundations for the team.
- Helped recruit a 3D artist to expand production capabilities.

The project was eventually paused due to team restructuring.

Pollcord   October 2025 - November 2025
Personal Project | OOP based and ASync Wrapper for Discord API Polls

- Developed a lightweight async Python library for creating and managing Discord bot polls.
- Implemented Async-first modular architecture, lifecycle management models, rate limiting, context-managed sessions, and a full pytest-based test suite with Sphinx documentation.
- I used Python (asyncio), HTTP sessions, API wrapper patterns, unit testing, and GitHub Actions CI.
- Delivered a reliable open-source tool for Discord developers while building strong experience in async Python, automation, and scalable library design.

EDUCATION, AWARDS, AND CERTIFICATES

O Levels (4A*s and 1A)   2025
Happy Home School

"Ridiculously Engaging Game" Award   2023
MLabs Summer Program 2023