

Usama Hassan

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EDUCATION

National University of Computer and Emerging Sciences, Lahore, FAST-NUCES

2021

Bachelors in Computer Science

Lahore, Pakistan

WORK EXPERIENCE

Nexus Dev Studio

2025 – Present

Senior Game Developer

London, England

- A UK-based technology studio delivering interactive and immersive digital experiences, including mixed reality and multiplayer applications..
- Co-developed Nexus Arcade, a mixed reality multiplayer arcade experience, contributing core gameplay systems and leading development of the Ten Pin Bowling and Shooting game modules within a shared MR hub.

Minor Bugs

2025

Senior Game Developer

Lahore, Pakistan

- Game and application development studio delivering mobile experiences around the globe.
- Led and owned the development of mobile titles: Emergency Ops: Drive to Rescue and Skid Rush – Car Race, designing and implementing core gameplay systems, AI behaviors, and scalable game architecture.
- Designed and built reusable Firebase and platform service integrations for in-game notifications, messaging, real-time events, calendars, and social features (leaderboards, achievements, friends).

Bleeding Edge Studio

2024

Senior Multiplayer Game Developer

Lahore, Pakistan

- Mobile and immersive game development studio specializing in multiplayer and live-service titles.
- Co-developed Thunder Horse Racing, a real-time multiplayer mobile game, collaborating with two gameplay developers and a dedicated backend engineer.
- Contributed to multiplayer mode of game and live features such as real-time events, championships, localization, and scalable data-driven content systems.
- Developed and iterated on a multiplayer F1 racing prototype, focusing on real-time vehicle control, networking flow, and competitive race mechanics.

Crosshair Technology / RIFT Games

2023

Game Developer

Lahore, Pakistan

- Game development studio delivering multiplayer and casual game experiences.
- Co-developed Animalia, a multiplayer CCG-style game, collaborating with two developers on gameplay systems, networking, and scalable architecture.
- Implemented gameplay logic and AI behaviors for Maze, a 3D prototype featuring multiple enemy types, and dynamic player interactions.
- Contributed to the development of a hyper-casual Rock Paper Scissors game, extending and refining existing gameplay systems and improving overall stability and performance

Geniteam Solutions

2022

Software Engineer

- Game development studio working on multiplayer, strategy, and emerging-technology-driven games.
- Developed the prototype of Lost Soul District, a multiplayer PC shooter supporting 1v1, 3v3, and 5v5 team-based gameplay modes.
- Designed and implemented advanced AI systems for TWET, a multiplayer turn-based strategy board game, supporting mixed human/AI team compositions (2v2).
- Integrated third-party services for Heroes and Villains, a multiplayer mobile card game, including Firebase database, authentication (social and email), and analytics tools.

CERTIFICATIONS, SKILLS & INTERESTS

- **Certifications:** Principles of Game Design — Michigan State University, Coursera (09/2020 – 10/2020); Introduction to Game Development — Michigan State University, Coursera; Intermediate Object-Oriented Programming for Unity Games — University of Colorado, Coursera (09/2020 – 10/2020); Fellowship Program 2021 — Mindstorm Studios (07/2021 – 09/2021); Winter Game Jam 2021 — Mindstorm Studios (01/2021); Rookie Game Jam 2021 — Mindstorm Studios (09/2021); Winter Game Jam 2022 — Mindstorm Studios (02/2022)
- **Skills:** Unity Engine; MR/VR; Photon Fusion; Pun2; Netcode for GameObjects; C#; Python; C++; JavaScript; UML; SQL; Firebase; Unity Multiplay; AWS; Playfab; Socials (Apple, Google, Meta); Addressables
- **Interests:** Gaming; Watching seasons, movies, and anime; Language Learning