

Usama Hassan

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WORK EXPERIENCE

Nexus Dev Studio

Sep. 2025 – Present

London, England

Senior Game Developer

- 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

Jan. 2025 – Aug. 2025

Lahore, Pakistan

Senior Game Developer

- 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

Jan. 2024 – Sep. 2024

Lahore, Pakistan

Senior Multiplayer Game Developer

- Co-developed Thunder Horse Racing, a **real-time fusion 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

Jan. 2023 – Dec. 2023

Lahore, Pakistan

Game Developer

- Co-developed Animalia, a **multiplayer CCG-style game**, collaborating with two developers on gameplay systems, networking, and scalable architecture.
- Implemented **gameplay logic** and **State- driven 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

Jan. 2022 – Dec. 2022

Software Engineer

- 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**.

EDUCATION

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

2017 -2021

Bachelors in Computer Science

Lahore, Pakistan

SKILLS & INTERESTS

Skills

- Unity Engine, Visual Studio, Firebase, MySQL, GitHub
- VR/AR Development, Mobile Application Development, AI and Machine Learning, Network Programming
- C#, Python, C++, JavaScript, UML, SQL
- Photon Fusion, Pun2, Netcode for GameObjects, Unity Multiplay, AWS, Playfab, Socials (Apple, Google, Meta), Addressables

Interests Gaming; Watching seasons, movies, and anime; Language Learning