# Zabi Ullah Warraich

**Senior Software Engineer | Unity Game Developer**

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[LinkedIn](#) | [GitHub](#) | [Portfolio](#)

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## Personal Statement

Passionate **Game Developer & Software Engineer** with **5+ years of experience** delivering multiplayer games, metaverse experiences, and educational apps. Specialized in **Unity3D**, **Photon Quantum**, **WebGL**, **Node.js**, and **blockchain integrations (Web3, MetaMask, NFT, Smart Contracts)**.

Proven track record in **multiplayer systems, authentication, backend APIs, cloud deployments (AWS, Docker)**, and optimizing games for **PC, mobile, and browser platforms**.

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## Core Skills & Technologies

- **Languages & Engines:** C#, Unity3D (2D/3D), Lua, JavaScript (Three.js)

- **Multiplayer Networking:** Photon Quantum, Mirror, Colyseus (WebSockets)

- **Web3 & Blockchain:** MetaMask, WalletConnect, NFT minting & integration, Smart Contracts (Solidity), Web3 authentication, in-game tokenomics

- **Backend Development:** Node.js, REST APIs, Docker, Virtualization

- **Other Skills:** JSON, API integration, WebGL deployment, Authentication systems (SSO)

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## Professional Experience

**Arcade Colony | Senior Software Engineer**
*Remote | May 2025 – Present*

- Developing **high-performance multiplayer & Web3-enabled games** for browser and PC platforms.

- Implementing **NFT-based economies** and token reward systems into competitive multiplayer experiences.

- Managing **WebGL deployments** with AWS S3, CloudFront, and automated cache invalidation pipelines.

- Integrating blockchain wallet logins (**MetaMask, WalletConnect**) with Unity for seamless player onboarding.

- Collaborating with backend teams to deliver **scalable Node.js services** for matchmaking, leaderboards, and live events.

## CLV Technologies & Salvay | Senior Software Engineer

*Remote | Sep 2022 – Apr 2025*

- Developed **high-performance multiplayer games** with **Photon Quantum** & **Unity**.

- Integrated **Web3 authentication** & **real-money economies** into metaverse racing experiences.

- Designed scalable backend services with **Node.js** and **Docker**.

- Optimized game performance across **WebGL** & **mobile platforms**.

## VieApps | Team Lead

*Lahore | Sep 2021 – Aug 2022*

- Led **multiplayer game development** projects, ensuring code quality and team collaboration.

- Mentored junior developers and enforced **coding standards**.

## Idee Games | Software Engineer

*Lahore | Nov 2020 – Aug 2021*

- Built **multiplayer game modes** and **gameplay systems** with Unity & Mirror.

## Emerging Technologies | Software Engineer

*Lahore | Oct 2019 – Aug 2020*

- Developed **interactive games** and **tools** from concept to deployment.

**ICAW Pvt Ltd | Associate Software Engineer**

*Lahore | Nov 2018 – Oct 2019*

- Created applications from **scratch** and maintained existing projects.

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## Key Projects

**Moon Kart – Metaverse Racing Game**

- Built **real-money kart racing game** with **Web3 staking**, **NFT rewards**, and **Photon Quantum multiplayer**.

- Roles: **Bug fixing**, **backend/frontend systems**, **performance optimization**.

- **Tech Stack:** Unity3D, Photon Quantum, Node.js, OAuth2.0, Docker.

**AI Layer MOBA – Multiplayer Blockchain MOBA**

- Designed **MOBA multiplayer systems** with **character progression** & **blockchain integration** (MetaMask).

- Roles: **Multiplayer architecture**, **matchmaking**, **authentication**, **abilities** & **minion spawning**.

- **Tech Stack:** Photon Quantum, Unity WebGL, Web3, Docker.

🎥 [Gameplay Demo](#)

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**Gnome Wars – Multiplayer WebGL Shooter**

- Developed **multiplayer shooter** with **social login (Google/Twitter SSO)**, **party systems**, and **dynamic modes**.

- Roles: **Multiplayer architecture (Mirror)**, **gameplay design**, **UI/UX**.

- **Tech Stack:** Unity, Mirror, OAuth2.0, Docker.

🎥 [Gameplay Video](#) | [Trailer](#)

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**Phonics Zoom – Educational 2D App**

- Created **learning mini-games** with **teacher-managed content** and **progress tracking**.

- Roles: **Gameplay development**, **API integration**, **results tracking**.

- **Tech Stack:** Unity 2D, C#, REST APIs.

🎥 [Demo Video](#)

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## Fall Guys-Style Multiplayer Prototype (Aavegotchi SDK)

Developed a **real-time multiplayer platformer prototype** with **costume syncing** and **physics-based obstacle synchronization**.
**Roles:** Multiplayer systems, real-time costume & obstacle syncing.
**Tech Stack:** Unity3D, Photon Quantum, Aavegotchi SDK.
🎥 [Prototype Demo](#)

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## FPS Game Prototype – Unreal Engine (Overwatch-Inspired)

Built an **FPS prototype** featuring **combat mechanics, abilities, ultimate skills, jetpack traversal**, and **custom UI**.
**Roles:** Combat systems, ability design, UI development.
**Tech Stack:** Unreal Engine, Blueprints, GAS (Gameplay Ability System).
🎥 [Prototype Demo](#)

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## Additional Demos in Portfolio:

- **Horse Stable Game:** [Watch](#)

- **Murlan Card Game:** [Watch](#)

- **Vampire Fall:** [Watch](Watch)

- **Family Farm:** [Watch](Watch)

- **Dead Farm:** [Watch](Watch)

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## Education

**BS Computer Science (2014–2018)**
University of Central Punjab, Lahore

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## Personal Interests

- **Sports:** Represented **Pakistan National Football Team**

- Hiking, Trekking, Cricket