
CURRICULUM VITAE

NAME	Muhammad Usman Butt (Unity Developer / MetaVerse / Virtual Reality / Video Game Producer) Email butt741@gmail.com Phone +923042066108
EXPERIENCE	9 Years of Experience
PROFESSIONAL EXPERIENCE	
MAR 2022 – PRESENT	SR SOFTWARE ENGINEER INVOZONE RESPONSIBILITIES <ul style="list-style-type: none">● Working as a Team Lead developing WebGL Project in Unity.● Worked on NFT and MetaMask integration with Unity.● Live features like account usage, and their linking with database and syncing with Unity Application.● Worked on AI with TTS and STT using webSockets.● WebRTC for WebGL using Custom Server Settings.● Using Cloud Content Delivery using S3 bucket Amazon.● Implemented Photon Chat plugin.● Implemented Agora with voice and Video on WebGL, Windows and android.● Using PlasticSCM and Cloud Build , Unity Collab.● Using Clickup, Slack Software for Project management. PROJECTS <ul style="list-style-type: none">● Video to Avatar in AR.● Dog MetaVerse with MetaMask Integration using Chainsafe.● Golf Game With Multiplayer Using Photon with Moralis.● World Park Skateboard Game in AR.● Virtual Dressing using WebGL.● Business MetaVerse.● Dubai EventiVerse.
DEC 2019 – FEB 2022	SR SOFTWARE ENGINEER FUNAVRY TECHNOLOGIES RESPONSIBILITIES <ul style="list-style-type: none">● Working as a Team Lead developing VR Medical Training Project in Unity.● Worked on Virtual Reality SDKs like SteamVR, OculusVR.● Worked on MetaVerse with NFT and MetaMask integration with Unity.● Connection of the Unity Application with front-end web application using MQTT.● Usage of Google services like Speech-to-Text and Text-to-Speech in Unity Application.● Live features like account usage, and their linking with database and syncing with Unity Application.● WebRTC for WebGL using Custom Server Settings.● Using Cloud Content Delivery system for Asset.● Implemented Photon Chat plugin.● Implemented Addressables for Optimizing performance.● Implementation of natural language processing for communication.● Multiplayer Nurse Training Simulation using Photon.● Using Git to collaborate with other team members.● Using PlasticSCM and Cloud Build , Unity Collab.● Using Jira, Trello Software for Project management.● Agora Audio, Video, Share Screen for up to 100 Users.

	<ul style="list-style-type: none"> • Using Clickup and ShortCut for project management. • Using Amazon S3 bucket for Development and Deployment. <p>PROJECTS</p> <ul style="list-style-type: none"> • Medical Nurse Training in VR. • Virtual Character Customisation. • AlMakan Construction . • Home Decoration in AR. • Plane Vs Missiles Attack. • Shooting Ball 3D. • IGI military commando shooter.
FEB 2018 – Nov 2020	<p>UNITY GAME DEVELOPER AZEGEL TECHNOLOGIES</p> <p>RESPONSIBILITIES</p> <ul style="list-style-type: none"> • As a Team Lead Coordinate efforts of programmers and artists to create a seamless mobile game experience. • Review gameplay prototypes and assess viability in the mobile app market. • Ensure game updates are on-time and have been checked for bugs and interface errors. • Train and support junior game developer team. • Involved in many new releases and over a dozen content updates. <p>PROJECTS</p> <ul style="list-style-type: none"> • Multiplayer Game with Chat rooms. • VR Shopping Mall using VRTK. • Multiplayer Card Games. • 2D Platformers. • Military commando shooter 3D. • Bubble shooter extreme. • Risky road driver.
JUNE 2014 – Aug 2018	<p>GAME DEVELOPER SKIPPY APPS</p> <p>RESPONSIBILITIES</p> <ul style="list-style-type: none"> • Worked on design patterns, JavaScript on multiple projects. • Experience creating rapid prototypes. • Develop standard UI components and style guides for shooting and simulation games. • Create race tracks, shooting and simulation environments using built-in and custom assets/shaders. • Develop monetization plugin for android and ios devices. • Integrated multiple ad networks for mediation. • Worked on different techniques for better performance in android and ios devices. <p>PROJECTS</p> <ul style="list-style-type: none"> • A Narrow Escape

	<ul style="list-style-type: none"> ● 3D Runner Games ● 2D Hyper Casual Games ● Truck Simulation Games ● Deer animal hunting. ● Train bullet simulator. ● USA president house construction simulator. ● RC car driving simulator. ● City construction. ● Real steal robot fight. ● Football strike soccer game. ● Bow deer hunter. ● Combat war air fighter. ● Knockdown Series. ● Off-road truck racing. ● Train bullet simulator.
TOOLS AND TECHNOLOGIES	SKILLS <ul style="list-style-type: none"> ● Unity Engine. ● UI Tool Kit. ● ITween, DoTween. ● Action Camera ● Photon PUN for Multiplayer. ● Working knowledge of C, C++, and C#. ● Google FireBase Integration. ● Leaderboard Google. ● Achievement Board Google. ● Monetization Plugin for Admob , Facebook , Amazon, Chartboost etc ● S3 Bucket Amazon ● Cloud Delivery System ● Addressables ● Asset Bundles ● Universal Render Pipeline ● High Definition Render Pipeline ● Virtual Reality SDKs like SteamVR, OculusVR. ● MetaVerse with NFT and MetaMask integration with Unity. ● Using MQTT using Unity. ● Google Speech-to-Text and Text-to-Speech. ● WebRTC, Agora for Unity.. ● Photon Chat plugin. ● Git , PlasticSCM. ● Cloud Build , Unity Collab. ● Jira, Trello. ● Clickup, ShortCut.
EDUCATION HISTORY	<ul style="list-style-type: none"> ● MUHAMMAD ALI JINNAH UNIVERSITY Bachelor of Computer Science, 2010 - 2014 ● SWEDISH INSTITUTE OF TECHNICAL EDUCATION Diploma of Associate Engineering 3 Years(DAE-Electronics),2007 - 2010 ● SIDDEEQ PUBLIC SCHOOL Secondary School Certificate (SSC), 2005 - 2007

ORGANIZATIONAL SKILLS	<ul style="list-style-type: none">• The ability to analyze complex technical information.• Can analyze, design and implement designs and structures.• Detail oriented.• Excellent problem solver.
PROJECT LINKS	□ LinksAndVideos