Contact

+923126184119 (Work)
leonhumza@gmail.com

www.linkedin.com/in/muhammad-humza-butt (LinkedIn)
fiverr.com/humzabutt13 (Other)

Top Skills

Multiplayer Games
Artificial Intelligence (AI)
Firebase

Languages

Urdu (Native or Bilingual)
English (Full Professional)

Honors-Awards

HEC Scholarship
Star Performer of the Year

Muhammad Humza Butt

Lead Game Engineer | Crafting Immersive Experiences in Unity3D/2D | Multiplayer | Freelancer
Lahore, Punjab, Pakistan

Summary

As a dedicated full-time game developer, my goal is simple: to create immersive and captivating gaming experiences that resonate with players. Drawing from a robust foundation in software engineering and an innate passion for game design, I contribute a versatile skill set to every development team.

Diverse Skill Set:
I specialize in Unity, working on both 2D and 3D games. My programming skills complement my understanding of visuals, allowing me to bring dynamic and visually appealing games to life. I've also delved into multiplayer game development, honing my skills in networking and creating exciting multiplayer experiences.

Holistic Perspective:
Beyond coding, I have a solid grasp of publishing, deployment processes, workflow automation, project management and version control. My organization and attention to detail play a crucial role in managing projects and ensuring timely and high-quality deliveries.

Learning Journey:
I'm a perpetual learner, always seeking opportunities to explore new technologies and methodologies. Collaborating with diverse clients has enriched my portfolio, transforming their visions into tangible digital experiences.

Exceeding Expectations:
My approach, whether as part of a team or working independently, is rooted in delivering exceptional results. I'm passionate about creating engaging gaming experiences that players love, and I'm always eager to enhance my skills and knowledge.

Join me in exploring the ever-evolving world of game development, where each line of code contributes to an exciting narrative.

Experience

Crosshair Technology Pvt Ltd
2 years 3 months

Lead Game Engineer
August 2023 - Present (3 months)
Lahore, Punjab, Pakistan

As the Lead Game Engineer, I'm the driving force behind the creation of immersive gaming experiences that captivate and engage players. With a robust software engineering foundation and an unwavering passion for innovative game design, I play a pivotal role in the development team's success.

Key Responsibilities:
• Spearheading the direction of complex gameplay mechanics.
• Overseeing the development of diverse Unity 3D/2D games, meticulously optimizing for peak performance across various platforms.
• Innovating streamlined workflows, enforcing rigorous source control practices, and devising effective project management strategies to consistently meet deadlines.
• Solving intricate debugging challenges to optimize code and maintaining superior performance standards.
• Mentoring and guiding junior developers, nurturing their growth and fostering a harmonious team environment.
• Leveraging data analysis tools such as Google BigQuery and Google Data Studio to extract insights from player behavior data, informing strategic decisions for enhanced gameplay experiences.
• Excelling in client communication and meetings, ensuring project requirements are understood and delivered to exceed expectations.

Senior Game Engineer
November 2021 - August 2023 (1 year 10 months)
Pakistan

As a Senior Game Engineer my responsibilities include:
• Development and management of intricate Unity 3D/2D games.
• Establishment of efficient work processes, source control, and project management plans to meet project deadlines.
• Publication of games on Android and iOS stores, along with deployment on WebGL.

• Identification and resolution of bugs to maintain strong game performance.
• Implementation of new features and functionalities using C# coding.
• Integration of Ad networks and SDKs such as Firebase (Remote Config, Crashlytics, Analytics), Applovin (Meditation), Facebook SDK, AppsFlyer, and PlayFab. This integration aimed to boost game revenue and include backend services.
• Guidance and supervision of junior developers, fostering a harmonious and productive work environment.

Game Developer
August 2021 - November 2021 (4 months)
Pakistan

Fiverr
Freelance Software Engineer
January 2021 - Present (2 years 10 months)
Lahore, Punjab, Pakistan

As a freelancer, I've had the opportunity to work with many clients on diverse projects. I specialize in:
• Creating engaging games using Unity
• Using Python for tasks like working with data, and exploring AI and machine learning.

My main focus is on making complex ideas easy to understand and helping clients choose the best solutions for their projects. I'm truly passionate about what I do, and this drives me to consistently deliver work that's both fast and of high quality, ensuring that every project meets my clients' needs and expectations.

Comsats Literature Society
Secretary General
January 2019 - September 2019 (9 months)
Lahore, Punjab, Pakistan

Served as Secretary General for Comsats Literature Society. One of the largest society in Comsats.

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Education

COMSATS University Islamabad
Bachelor of Science - BS, Computer Software Engineering · (2017 - 2021)

KIPs college Multan

Intermediate , Pre-Engineering · (2016 - 2017)