Muhammad Humza Butt

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ABOUT ME

I am a passionate game developer with 3+ years of experience, dedicated to creating immersive and captivating gaming experiences. I have strong programming skills and a keen eye for visual aesthetics, experience in multiplayer game development, and a solid grasp of project management, version control, and workflow automation. I am committed to continuous learning and delivering exceptional results.

WORK EXPERIENCE

Lead Game Engineer
Crosshair Technology [01/08/2023 – Current]

Country: Pakistan

- Directed the development of intricate gameplay mechanics in Unity, leading to enhanced player engagement and satisfaction across Android, IOS, and WebGL platforms.
- Initiated and led Research and Development projects using C# and Unity to implement emerging technologies, resulting in a substantial increase in the efficiency of game development processes.
- Developed multiplayer games using Photon Fusion and Quantum, offering an engaging and immersive gaming experience.
- Developed games in the ECS (Entity Component System) framework, enhancing gameplay performance.
- Resolved complex debugging challenges to fine-tune code and uphold high-performance standards.
- Achieved a proven track record of consistent deadline adherence by streamlining workflows using Jira and Milanote, rigorously enforcing source control practices using Git, and implementing effective project management strategies.
- Introduced Jira automation, which resulted in a marked improvement in team productivity.
- Introduced a structured Jira ticketing system that led to a fully automated progress-tracking framework.
- Implemented a CI/CD pipeline, resulting in the automation of build processes.
- Engaged in collaborative game design efforts, offered guidance in art direction, and impacted various creative aspects of gaming projects.
- Strategically leveraged Google Analytics to derive insights from player behavior data, leading to informed decisions that enhanced gameplay experiences.

Senior Game Engineer
Crosshair Technology [01/08/2021 – 30/07/2023]

Country: Pakistan

- Developed and optimized complex cross-platform game mechanics and algorithms.
- Published games on Android, iOS, and WebGL platforms.
- Identified and resolved critical bugs.
- Developed and implemented new features and functionalities through C# coding.
- Executed game server deployments.
- Integrated Ad networks and SDKs such as Firebase, Applovin, Facebook SDK, AppsFlyer, and PlayFab.
- Conducted code reviews.
- Mentored and oversaw junior developers to foster a collaborative and efficient work environment.

Freelancer

[01/01/2021 – Current]

Country: Pakistan

I've collaborated with a diverse clientele on various projects. My specializations include:
- Developing engaging games.
- Project management.

My primary focus is on simplifying complex concepts and assisting clients in selecting the most suitable solutions for their projects. I am deeply passionate about my work. This passion drives me to consistently deliver swift, high-quality results, ensuring that each project meets my client's needs and expectations.

EDUCATION AND TRAINING

Bachelor of Science in Software Engineering
COMSATS University Islamabad [15/09/2017 – 15/09/2021]

City: Lahore
Country: Pakistan

LANGUAGE SKILLS

Mother tongue(s): **Urdu**

Other language(s): **English**

DIGITAL SKILLS

Technical Skills:

Unity 2D/ 3D / C# / Multiplayer Development / Augment Reality / Entity Component System (ECS) / Microsoft Playfab / Applovin / Google Analytics, Google Firebase / Algorithms and Data Structures

Data Skills:

Requirements Analysis / Data Analysis / Data Analytics, Data Visualization

Source Control:

Version Control System (Git) / Github / Plastic SCM

Other:

Problem Solving / Critical Thinking / Decision-Making / Project Management / Atlassian stack (Jira, Confluence, ...) / Technical Training / Teamwork / Communication / Leadership

PROJECTS

My Projects

For project details, please refer to my portfolio.

Link: https://humza-13.github.io/all-projects.html