



# 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

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### Bachelor of Science in Software Engineering

**COMSATS University Islamabad** [ 15/09/2017 – 15/09/2021 ]

City: Lahore

Country: Pakistan

## LANGUAGE SKILLS

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Mother tongue(s): **Urdu**

Other language(s): **English**

## DIGITAL SKILLS

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### 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 Visualizataion

### 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

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### Dark Taverns

Dark Taverns is an open-world MMORPG set in a unique fantasy world filled with hidden secrets and magic.

Link: <https://dt-builder-stagging.s3.amazonaws.com/Builder/index.html>

### Solitaire Classic Card Game

Experience the classic Klondike solitaire game. The game is available on both Android and iOS platforms.

Links: <https://apps.apple.com/cy/app/solitaire-classic-card-game/id1605913010> | <https://play.google.com/store/apps/details?id=com.megarama.solitaire&hl=en&gl=US>

### Other

For additional project details, please refer to my portfolio.

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