

# Muhammad Yousaf

Lahore, Pakistan

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Portfolio    LinkedIn: Muhammad Yousaf

**Senior Backend Engineer | Node.js & Web3 Backend Architect**

## Professional Highlights

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- 4.5+ years of backend development experience (7+ years overall), with a focus on scalable microservices, real-time systems, and Web3 integrations.
- Integrated large language models (ChatGPT, RAG pipelines) into production systems to enable real-time, AI-driven user experiences.
- Architected RESTful APIs, WebSocket-based services, and smart contract-driven token economies for blockchain-powered platforms.
- Designed and deployed resilient backend infrastructure using Docker, GitHub Actions, and cloud-native services.
- Strong background in Unity and C#, with hands-on experience in mobile game development and simulation-based applications.

## Technical Skills

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### Languages & Frameworks::

- Node.js, TypeScript, JavaScript, Python
- Joi, Jest, Chai (Mocha)
- Firebase, Express.js, Sentry, .NET Core c#

### Databases::

- PostgreSQL, MySQL, SQLite, MongoDB, GraphQL, Redis, database ORM

### AI / LLM Integration::

- OpenAI APIs, RAG pipelines
- Prompt engineering, semantic search

**Tools::**    Git, GitHub, Rider, WebStorm,

ClickUp, Visual Studio

### Blockchain / Web3::

- Wallet integrations: MetaMask, Phantom, Solflare
- Smart contract API interaction, token handling
- Web3 login, JWT authentication, SSO

### Deployment & DevOps::

- Docker, GitHub Actions, Gitea CI/CD
- AWS S3, VM provisioning, monitoring, backups
- Postman, Insomnia, Swagger

## Experience

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### CLV Technologies (Salvay)

*Backend Developer / Team Lead*

**Lahore, Pakistan**

*Oct 2022 – Present*

- Designed and developed backend services for Web3 games using NestJS and Node.js.
- Integrated ChatGPT via OpenAI APIs and LangChain into in-game AI systems and backend tools.
- Developed RAG pipelines that used semantic search over embedded game data, significantly improving the relevance of in-game AI dialogues and player interactions.
- Implemented wallet login, transaction APIs, token-based reward systems, and user profiles.
- Deployed microservices using Docker and managed CI/CD pipelines on cloud infrastructure.
- Mentored junior engineers and contributed to backend architecture planning and reviews.

## Other Domain Experience

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### Unity / C# Game Development (Prior Experience)

- Developed multiple mobile and simulation games using Unity and C#.
- Built gameplay systems, animation controllers, and UI components.
- Integrated monetization with AdMob and Unity Ads, including IAPs.
- Applied performance optimizations using Addressables, memory profiling, and pooling.
- Collaborated with cross-functional teams to polish player experiences.

## Education

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### Lahore Leads University

*M.Phil in Computer Science*  
GPA: 3.80

Lahore, Pakistan

2020

### University of Agriculture

*M.Sc. in Computer Science*  
GPA: 3.30

Faisalabad, Pakistan

2015

## Projects

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### Wire Network: Wire Games

AI-driven RPG platform – Engineered server-side logic for dynamic storytelling using LLMs. Powered by a custom AI Game Master.

*Tech: Web3, Node.js, TypeScript, OpenAI, Redis, WebSockets, S3*

### Gnome Wars: Gnome Warz Live OR Gnome Warz Trailer

Developed multiplayer logic, wallet-based login, and backend integration. Custom development and integration of the party system, friend system and the complete backend

*Tech: Node.js, Web3, JWT, S3, Multiplayer APIs, WebSockets*

### Phonics Zoom – Educational 2D App: YouTube Demo

Built mini-game modules, interactive animations, and audio feedback systems.

*Tech: Unity, C#, Android SDK, Animation tools, PlayFab*

### MoonKarts (WebGL): MoonKarts WebGL

Implemented wallet login, real-time multiplayer with Photon, NFT integration and complete backend interaction

*Tech: Unity, Photon (Quantum), Solana Wallet Adapter, Web3, Node.js, Blockchain, Postgresql, AWS, CI/CD*

### Crystale (Epic Games): Crystale on Epic Games

Designed AI behavior trees and implemented PvE combat logic

*Tech: Unity, C#, PlayFab, Addressable, ScriptableObjects, Node.js, Postgresql, Web3 (SSO login)*

### Stakehouse Web App: Stakehouse dApp

Developed and integrated backend and real-time wallet transactions

*Tech:Unity, C#, ScriptableObjects, Node.js, Postgresql, Web3 (SSO login), blockchain, Ci/Cd*

**EnAble ALL:** EnAble ALL (IOS store)

Assistive technology app – Contributed to backend; integrated P2E modules for social good

*Tech:Unity, C#, Node.js, Postgresql, Web3 (SSO login), blockchain, Ci/Cd*

**Tales & Conquest (AI-Powered RPG):** Tales & Conquest Website

Contributed to the development of an AI-driven roleplaying game that offers limitless storytelling and exploration. Played a key role in backend development, integrating scalable systems to support dynamic, evolving narratives powered by an AI Game Master

*Tech:penAI API, RAG, Node.js, python, Postgresql, websockets, Docker, CI/CD*

**HoneyLand (Google Play):** HoneyLand (Google Play)

P2E mobile games –Developed complete game play along with token economy integration, backend development and integrations ( player profiles, reward mechanics, leaderboard, onchain/offhchain transaction)

*Tech:Unity, Firebase, Wallets, Web3, Node.js, REST APIs,Postgresql, AWS, CI/CD*

**Action and Simulation:** Play Store (1) ||PlayStore(2)

*Developedgameplaysystems, optimizedgraphics, andimplementedIAPvalidation*

*Tech:Unity, Android SDK, iOS, Firebase, IAP, Ads*