

Muhammad Yousaf

Lahore, Pakistan

☎ +92 341 4761516 • ✉ yousaf4995@gmail.com

Portfolio LinkedIn: Muhammad Yousaf

Full Stack Game Developer | Node.js & Web3 Backend Architect

Professional Highlights

- 2.5+ years of experience in backend and 7+ year overall development experience focused on scalable microservices and Web3.
- Integrated LLMs (ChatGPT, RAG pipelines) into production environments for real-time AI-driven user interaction.
- Architected REST APIs, WebSocket services, and token economies for blockchain-based platforms.
- Designed and deployed backend infrastructure using Docker, GitHub Actions, and cloud services.
- Background in Unity and C# game development for mobile and simulation-based experiences.

Technical Skills

Languages & Frameworks::

- Node.js, TypeScript, JavaScript, Python
- NestJS, 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

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

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

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

Stakehouse Web App: <https://stakehousedev.qa1-goals.com/>

Web3 staking platform – Designed backend architecture, APIs, and wallet transaction logic.

MoonKarts: <https://moonkarts.arcadecolony.com>

Web3 multiplayer racing game – Developed token integration, leaderboard APIs, and login systems.

Legends of Aria: https://store.steampowered.com/app/2920830/Legends_of_Aria_Classic/

Multiplayer RPG – Integrated backend modules for authentication, matchmaking, and player progression.

Gnome Wars (Live Server): <http://gnomewars.io:9005/>

PvP blockchain game – Managed infrastructure and backend services for wallet login and matchmaking.

Crystale: <https://store.epicgames.com/en-US/p/crystale-b4f9c3>

Fantasy PvE game – Developed reward systems, player tracking APIs, and server session logic.

HoneyLand: <https://play.google.com/store/apps/developer?id=Hexagon+Studios+Inc>

P2E mobile game – Contributed backend token APIs and in-app transaction validation services.

Tales & Conquests — AI Roleplaying Adventure: <https://staging.talesgame.com/>

AI-driven RPG – Integrated LLMs and built server-side logic for AI-powered interactive storytelling. Powered by a custom AI Game Master.