

Muhammad Yousaf

Lahore, Pakistan

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Portfolio LinkedIn: Muhammad Yousaf

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

Professional Highlights

- Over 7 years of experience in full-stack game development and leadership roles.
- Expert in Unity (PC/Android/iOS) and scalable backend systems with optimized performance.
- Specialized in Web3 gaming, including wallet integrations, on-chain/off-chain transactions, and metaverse-based P2E titles.
- Skilled in social media authentication and secure player profile management.
- Experienced in game monetization strategies, API integrations, and performance optimization.
- Proven leadership in agile environments, team collaboration, and feature delivery.

Technical Skills

Languages & Back-end::

- Node.js, JavaScript, TypeScript, Colyseus, Python, LUA
- Express.js, NestJS(basics), Sentry, .NET Server C#
- MySQL, PostgreSQL, SQLite, GraphQL, MongoDB, Redis, database ORM
- JSON manipulation, REST APIs, WebSockets
- Web3 Auth, JWT, social media Auth (SSO)

Game Systems::

- Real-time multiplayer architecture (Mirror)
- Player profile, Inventory, stats, progression, achievements
- Game shop systems and in-app purchase validation
- Leader boards, reward systems, friends systems, party systems

Blockchain::

- Wallet : MetaMask, Phantom, Solflare

- On-chain and off-chain transactions
- Token handling and Web3 smart contract interaction
- All Social (SSO) and web3 login

Deployment & DevOps::

- Docker, GitHub Actions, CI/CD (GitHub, Gitea)
- VM provisioning, AWS S3 backups
- Postman, Insomnia for API testing

Unity (Client Side)::

- Game play programming, AI, multiplayer networking (Mirror, Photon)
- Asset Bundles, Scriptable Objects, modular design, module development
- Performance optimization, memory optimization, smooth game play
- Ad-based monetization: AdMob, Unity Ads, Tapad

Tools & IDEs:: Unity, Rider, WebStorm, Postman, Visual Studio, ClickUp/Jira, Git (GitHub, SourceTree), Swagger

Experience

CLV Technologies (Salvay)

Lahore, Pakistan

Full Stack Game Developer / Team Lead

Oct 2022 – Present

- Architected and engineered scalable backend infrastructures using Node.js microservices to power real-time multiplayer (MP) gameplay in cross-platform Unity games (WebGL, Android, iOS), ensuring seamless integration, low-latency performance, and high concurrency support.
- Spearheaded development of blockchain-integrated metaverse titles, implementing secure wallet login, on-chain/off-chain transactions, and player-token economies.
- Integrated third-party services (auth, payments, analytics) with modular and reusable APIs, improving development cycle efficiency.
- Mentored junior developers and facilitated agile sprint planning, ensuring timely delivery of critical gameplay features.

Machine Dreams Inc. (Mizo Studio)

Lahore, Pakistan

Senior Game Developer / Team Lead

Nov 2020 – Sep 2022

- Designed and directed the full development lifecycle of simulation and open-world games for Android / IOS with high concurrency support.
- Enhanced mobile rendering pipelines and LOD systems, resulting in an increase in 25% FPS on mid-range devices.
- Designed modular gameplay frameworks, allowing reuse across multiple titles and reducing onboarding time for new projects.
- Game optimization (Graphics / Code) to achieve maximum gam performance.
- Collaborated closely with design and art teams to prototype, refine, and deploy interactive game systems.

Game District

Lahore, Pakistan

Senior Game Developer

Dec 2017 – Aug 2020

- Delivered multiple Unity titles with monetization integration (AdMob, Unity Ads), collectively reaching more than 1M+ downloads.
- Improved user retention through the implementation of daily rewards, level gating, and achievement tracking.
- Worked across departments to enhance UI/UX polish and gameplay fluidity in casual and hyper-casual mobile games.

Education

Lahore Leads University

Lahore, Pakistan

M.Phil in Computer Science

2020

GPA: 3.80

University of Agriculture

Faisalabad, Pakistan

M.Sc. in Computer Science

2015

GPA: 3.30

M.Phil Thesis (machine learning)

Machine Learning Application for Acute Leukemia Detection using Mask R-CNN

Developed a deep learning model based on Mask R-CNN to accurately detect and segment leukemic cells from microscopic images, improving diagnostic accuracy and automation in medical image analysis.

Language: Python — Frameworks: TensorFlow, Keras — Model: Mask R-CNN

Projects

Action and Simulation: Play Store Developer 1

Play Store Developer 2

Play Store/App-store platform based action and simulation games

Phonics Zoom – Educational 2D App: YouTube Demo

2D-based learning mini-games with teacher-managed content and progress tracking

MoonKarts (WebGL): MoonKarts WebGL

WebGL-based multiplayer– Built full-stack gameplay with Unity (WebGL) frontend and Node.js microservices backend, integrating wallet login

Crystale (Epic Games): Crystale on Epic Games

Fantasy PvE strategy game – Developed reward systems and game economy backend

Gnome Wars Trailer (YouTube): Gnome Wars Trailer

Web3 PvP game – Designed core gameplay logic and microservices

Gnome Wars Live Server: Gnome Wars Live

Live server deployment – Responsible for infrastructure, wallet auth, profile and matchmaking

Stakehouse Web App: Stakehouse dApp

Web3 staking dApp – Integrated backend and real-time wallet transactions

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

HoneyLand (Google Play): HoneyLand on Google Play

P2E mobile games – Engineered token-based economy and in-app monetization