Muhammad Yousaf

Lahore, Pakistan

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Portfolio   Linkedin: Muhammad Yousaf

Full Stack Game Developer | Multiplayer Expert| Backend Architect & Web3 Expert

Professional Highlights

- 7+ years of experience in full-stack game development with international studios, contributing to multiplayer, match-3, 2D casual, racing, and shooting games.
- Proficient in Unity (PC/Android/iOS) with expertise in Photon Quantum, Mirror, and Colyseus for real-time multiplayer systems.
- 5+ years of backend development using Node.js, WebSockets, and Docker, delivering scalable and secure game server solutions.
- Specialized in Web3 gaming: integrated wallets like MetaMask and Phantom, managed on-chain/off-chain transactions, and developed scalable P2E and metaverse experiences.
- Adept at implementing social authentication, secure player profiles, and handling large-scale player databases efficiently.
- Experienced in game monetization, API integrations, performance tuning, and contract-based gameplay systems.

Technical Skills

Unity (Client Side):
- Game play programming, AI, multiplayer networking (Mirror, Photon), PlayFab
- Addressable Bundles, Scriptable Objects, modular design, module development
- Performance optimization, memory optimization, smooth game play

Blockchain:
- Wallet : MetaMask, Phantom, Solflare
- On-chain and off-chain transactions
- Token handling and Web3 smart contract interaction
- All Social (SSO) and web3 login

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

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

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

Experience

Salvay   **Lahore, Pakistan**
Full Stack Game Developer / Team Lead   *Oct 2022 – Present*
- ○ Led the development of multiplayer games **Gnomewarz** and **Moonkart** using **Photon** and **Mirror** networking solutions in Unity.
- ○ Integrated **PlayFab** backend services in **Crystal**, implementing user authentication, leaderboards, cloud saves, and economy systems.
- ○ Developed backend services in **Node.js** for tokenization, player profiles, and game session management.
- ○ Integrated third-party services (auth, analytics, onchin transactions) with modular and reusable APIs, improving development cycle efficiency.
- ○ Mentored junior developers and facilitated agile sprint planning, ensuring timely delivery of critical gameplay features.

CLV Technologies   **Lahore, Pakistan**
Senior Game Developer   *Nov 2020 – Sep 2022*
- ○ 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.
- ○ Directed the full development lifecycle of simulation and open-world games for Android/iOS with support for high concurrency and performance.
- ○ Optimized game performance by refining rendering, graphics pipelines, and codebase, resulting in significant FPS gains across target devices.
- ○ Collaborated with design and art teams to prototype, iterate, and polish interactive gameplay systems and UI components.

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

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 Live Server: Gnome Warz Live OR Gnome Warz Trailer
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