

Muhammad Humza Butt

Technical Product & Systems Architect

Senior Game Developer | Technical Leadership | Game and Backend Systems

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[Portfolio: humza-portfolio-3pr.pages.dev](https://humza-portfolio-3pr.pages.dev)

Professional Summary

Hands-on technical lead and senior game developer (Unity/C#) with 6+ years of experience across mobile, desktop and WebGL. Designs gameplay systems and cloud-connected backends, recovers inherited codebases, leads developers and stays hands-on through implementation, testing and release. Work includes live iOS/Android products, multiplayer systems and games based on established entertainment properties. Upwork Top Rated Plus with a 100% Job Success Score.

Technical Skills

- **Core:** Game development, Unity, C#, C++, software architecture, systems design, technical leadership, codebase audits, AI-assisted development, Performance optimization
- **Gameplay and content:** DOTS/ECS, Unity Addressables, progression, economies, content tools, Spine
- **Networking and backend:** Photon Fusion 2, Mirror, Netcode for Entities, PlayFab, Firebase, AWS, REST APIs
- **Delivery:** iOS, Android, desktop, WebGL, Git, Plastic SCM, CI/CD, Docker, Linux, Jira
- **Mobile services:** Ad mediation, in-app purchases, analytics, attribution, remote configuration, live operations

Professional Experience

Technical Lead, Game Development & Architecture

Always Imagine | Remote, USA | Full-time | Jan 2022 - Present

- Technical lead across four games for an established-IP studio (Everdate, Mythic Legions: Tactics, Dark Taverns Builder, Heart and Brain: The Video Game), covering product planning, architecture, implementation and multi-platform build delivery for PC, Mac, Linux, WebGL, iOS and Android.
- Recovered two inherited codebases, led and reviewed a team of three developers, and prepared beta, backer and platform builds.
- Turned product requirements into maintainable architecture, managed technical risk and coordinated producers, artists, designers and external stakeholders through testing, optimization and release.

Lead Game Developer

RIFT Games | Hybrid, Pakistan | Contract | Aug 2023 - Jul 2025

- Designed the gameplay architecture and led hands-on development of multiplayer game features.
- Deployed multiplayer infrastructure on Linux servers using Docker and PlayFab.
- Implemented CI/CD build pipelines and Jira workflow automation to streamline build, release and ticket handling.

Senior Game Developer

XANA (NOBORDER.z) | Remote, UAE | Contract | Jan 2023 - Oct 2024

- Main development owner for XANA NFTDUEL (desktop) and XANA Run for Money (iOS and Android), leading and reviewing four to five developers while remaining hands-on across gameplay, multiplayer, backend and platform delivery.
- Built production multiplayer with Photon Fusion 2 dedicated servers and PlayFab APIs: PvP and PvAI battles in NFTDUEL; lobbies, matchmaking, missions and progression in Run for Money.
- Integrated backend-supplied NFT services with clear client and backend boundaries, and helped deliver the March 2024 NFTDUEL public beta and the iOS and Android releases of Run for Money, working with design, art, backend and QA teams.

Junior Game Developer

Crosshair Technology Pvt Ltd | On-site, Pakistan | Full-time | Aug 2020 - Aug 2023

- Integrated AppLovin, Firebase, Facebook SDK, PlayFab and AppsFlyer for monetization, analytics, attribution and backend services in Unity games.
- Established Git source control and code-review practices for collaborative development and reliable deployments.

Projects

- **Everdate** ([Steam](#)): Lead developer and systems architect. Built card/deck systems, progression, persistence, PlayFab services, a visual-novel pipeline and Mirror multiplayer, from early planning through cross-platform beta builds and release preparation.
- **Mythic Legions: Tactics** ([Steam](#)): Technical lead. Led and reviewed three developers while improving an inherited Unity DOTS/ECS codebase. Owned customization, content architecture and progression; co-developed tactical gameplay, AI and networking, and prepared beta/backer builds.
- **Dark Taverns Builder** ([Playable build](#)): Principal developer and sole technical owner, with limited junior support. Built the WebGL Builder from an empty codebase through live deployment, including grid placement, save/load, PlayFab, Addressables, AI visitors, inventory and cloud delivery.
- **Heart and Brain: The Video Game** ([Kickstarter](#)): Lead developer for inherited-project recovery and sole completion. Repaired major systems, co-designed puzzles and completed Chapters 1-2, minigames, Spine integration, platform builds and Steam preparation.
- **XANA NFTDUEL** ([Desktop guide](#)): Senior developer and main development owner within a wider team. Co-developed cards, battles, PvP/PvAI, Photon Fusion 2 dedicated servers, PlayFab, NFT API integrations and desktop delivery; helped deliver the March 2024 public beta.
- **XANA Run for Money** ([App Store](#), [Google Play](#)): Senior developer and main development owner within a wider team. Co-developed runner/hunter gameplay, lobbies, matchmaking, missions and progression using Unity, Fusion 2 and PlayFab; helped deliver iOS and Android releases.
- **Sort Jam Adventure** ([App Store](#), [Google Play](#)): Sole technical owner from first code through live iOS/Android releases and updates. Built gameplay, levels, economy, ads/IAP, analytics and release operations. Co-designed with the artist, who supplied artwork and led art production.

Education

Bachelor of Science in Computer Software Engineering

COMSATS University Islamabad | Sep 2017 - Sep 2021

Languages

English: Full professional proficiency | Urdu: Native or bilingual proficiency