

MUHAMMAD USAMA ABID

Senior Game Developer / Technical Lead

Specializing in Unity, C#, and delivering high-engagement titles.

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Senior Game Developer & Technical Lead with **7+ years** in Unity & C#, contributing to titles with **500M+** downloads. Currently leading a breakout game from **zero to 5M+ downloads**, with hands-on ownership of **system architecture**, **LiveOps**, performance **optimization**, **SDK integrations**, and technical delivery. Published with **Voodoo**, **Lion Studios**, and **Homa** across multiple game genres.

AREAS OF EXPERTISE

Game Development: Unity, C#, C++, Gameplay Systems, Level Design & Scripting

Architecture & Systems: System Architecture, Design Patterns, Scalable Systems, REST APIs

LiveOps & Backend: LiveOps, Firebase, PlayFab, Photon, Analytics, Remote Config

Engineering: Performance Optimization, Custom SDK Integrations, Debugging, Code Reviews

KEY ACHIEVEMENTS

- Contributed to a game portfolio exceeding **500M+ downloads**, including multiple titles surpassing **10M+**.
- Architected reusable **LiveOps**, **backend**, **remote-config**, and **core game systems**, enabling faster development and post-launch iteration across multiple titles.
- Published with **Voodoo/Lion/Homa**; built reusable live-ops toolkit and A/B content pipeline.

PROFESSIONAL EXPERIENCE

Senior Game Developer / Technical Lead, Mindstorm Studios

Sept 2024 - Present

- Leading a **5-person team** on Block Buster, taking it from development to launch and scaling with Lion Studios to **\$100K+** daily UA spend.
- Architected and implemented **35+ gameplay mechanics** and **core systems**, owning technical architecture, **backend integrations**, **remote systems**, and production delivery.
- Built multiple **AI-powered solver** and **level-generation system** that automatically generates, validates, and tunes levels across varying difficulty curves and gameplay patterns.
- Led a cross-functional team of **7**, delivering **15+ trend-driven** titles with **Live-ops & remote system**
- Developed a reusable **studio-wide LiveOps framework** supporting **remote configuration**, content, events, A/B testing, and rapid post-launch iteration across multiple games.

Senior Game Developer, Pegasus Studios

March 2023 - Aug 2024

- Led a 9-person team across **25+ projects**
- Built **reusable** gameplay, **backend**, and monetization systems that accelerated development
- Doubled revenue across 3 flagship titles through economy changes, **LiveOps**, **monetisation strategies**, and gameplay improvements.
- Built a **real-time** automotive experience integrated with physical hardware, showcased at LA Convention.

Senior Software Engineer, Dorac.app

Jan 2022 - Feb 2023

- Created a large scale multiplayer game & integrate NFT, and play-to-earn features
- Engineered **cross-platform mechanics** with smart contracts, leaderboards, and gamification
- Achieved a **200% boost** in user engagement through enhanced design & satisfying physics
- Secured over **\$600K** in pre-launch funding
- Built an **AI-driven**, multiplayer virtual world

Software Engineer, Finz Games

Jan 2019 - Dec 2021

- Drove downloads up to **10M+** for **5 titles**
- Built **14** complex combat mechanics using physics & animations for **7** top-chart fighting games
- Developed **6 hyper-casual mini-games** for various genres, increasing engagement by **35%–45%**
- Deployed highly optimized Facebook **Instant Games** with under **3-second load times**

EDUCATION

Bachelors of Science in Computer Science

Sept 2016 - July 2020

The University of Lahore [CGPA 3.6]