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** of experience in **Game Development**, contributing to games with **500M+ downloads**. Expertise in scalable game architecture, **AI-powered development tools, LiveOps**, and **production automation**. Led high-performing teams and shipped titles with **Voodoo, Lion Studios,** and **Homa**.

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** to develop and launch Block Buster with Lion Studios, scaling from **$0 to $1.5M+ monthly revenue** & **100K+ DAU** while maintaining **99%+ crash-free** users.
- Architected and implemented **35+ gameplay mechanics** and **core systems**, owning technical architecture, **backend integrations, remote systems**, and production delivery.
- Built **AI-powered level generation** & **solver pipelines** to automatically generate, validate, and balance levels across difficulty curves. The entire level pipeline is desginer-free at this point.
- 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**]