

Humza Younas

Game Programmer

References available on request

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I'm a passionate gamer, games programmer and technology enthusiast. I've been working professionally in the industry for close to two decades and have many years behind that programming and developing as a hobbyist/indie developer. Please check out my portfolio for samples of my work.

EXPERIENCE

Playdemic

October 2023 - December 2025

Server Engineer

- **Golf Clash (Android | iOS | EMS)**
Live Service | .NET | Photon
 - Maintaining and managing multiple backend systems which support game, user and matchmaking data.
 - Implementing various new features using our server backend to support data storage, retrieval and management.
 - Implementing various new matchmaking based features using the photon SDK.
 - Working independently and within pod based team structures to hit target goals and milestones.

Playdemic (a studio under Electronic Arts)

October 2020 - 2023

Client Programmer

- **Golf Clash (Android | iOS | EMS)**
Live Service | Ideas Engine | Scripting | UI | Photon
 - Overhauled ball inventory with sorting and favoriting features.
 - Implemented UI and mechanics for the new Checkpoint Challenge game feature.
 - Implemented anti-cheating mechanics using Photon and .Net.
 - Implemented the 'fixed bag' feature on both client and server (Photon).
 - Worked on the in game new player clan flows.
 - Implemented anti-back out feature on the client to minimise queue/match dodging.

Playdemic (a studio under warner media)

October 2019 - 2020

Framework Programmer

- **Undisclosed project (Android | iOS)**
In Development | C# | Unity | ECS | DOTS
 - Multi threaded lazy loading asset management system
 - Matchmaking systems using third party API
 - Backend systems for commerce and social features (friends | parties)
 - Designer facing content creation tools
 - Developer facing asset management tools
 - Extensive multi threaded backend logic to support various game systems.

FoG Games (self employed indie)
Jan 2015 - Jan 2019

Sole Developer

- **Rum Pirates (PC | Steam)**

On Hold | C# | Unity | Unet

- Active ragdoll physics based character controller
- Custom network serialization and compression for physics heavy multiplayer game modes
- Custom networking solution after prototyping using Unet and Mirror

Sole Developer

- **Stick War: Castle Defence (PC | Steam)**

Shipped | C# | Unity

- 2D & 3D asset creation
- Physically interactive player input mechanics and event systems
- Custom audio event system to manage large number of on screen enemies
- Particle systems and effects for gameplay
- Steamworks API integration for leaderboard mechanics
- Custom rpg based loot system

SKILLS

Languages	Version Control & Build Automation	Game Engines	Software	Project Tools
<ul style="list-style-type: none">● C/C++● C#● JavaScript● HTML● CSS● Python	<ul style="list-style-type: none">● Perforce● Git● Mercurial● SVN	<ul style="list-style-type: none">● Unity● Unreal Engine 3● Tengine (in-house)● UE5	<ul style="list-style-type: none">● Visual Studio● Rider● Photoshop● Autodesk Maya● 3DS Max● Blender	<ul style="list-style-type: none">● JIRA/Jaas● Confluence● Miro● Trello