

Muhammad Hassan Ali

Senior Software Developer

SUMMARY

Software engineer with a focus on WebGL and JavaScript, with a history of developing immersive 3D experiences and multiplayer games. Has led front-end and WebGL production code efforts and provided effective problem-solving to customer issues. Boasts a solid background with technologies such as PlayCanvas, ThreeJS, Phaser, ReactJS, NextJS, NodeJS, and TypeScript. Recognized for creating a backend for a web-based multiplayer game that enhanced user experience and for developing a game that won a Silver medal at a respected international conference. Fundamental understanding of software development life cycle, proficient in multiplayer frameworks like Colyseus and Photon, and competent in database management with MongoDB.

TECHNICAL SKILLS

Main Technical Skills	Play Framework (2 yr.), three.js (2 yr.), WebGL (5 yr.), React, Next.js
JavaScript Frameworks	Next.js, React, three.js (2 yr.)
Java Frameworks	Play Framework (2 yr.)
Scala Frameworks	Play Framework (2 yr.)
JavaScript Libraries and Tools	three.js (2 yr.), WebGL (5 yr.)
Version Control	Git
Third Party Tools / IDEs / SDK / Services	PHOTON MULTIPLAYER
Other Technical Skills	Cocos, Phaser (2 yr.), Visual Basic

WORK EXPERIENCE

Senior Software Engineer, 3D Immersive Experience Platform

Duration: October 2022 - Present

Summary: Developed 3D immersive experiences for remote collaboration, with a focus on multiplayer features, frontend, and WebGL production code management.

Responsibilities: Developing 3D immersive experience, introducing multiplayer functionality, managing frontend and WebGL production code, resolving customer



issues, leading product releases with all associated tasks.

Technologies: PlayCanvas, WebGL

Software Engineer, Web-based Multiplayer Game

Duration: May 2021 - October 2022

Summary: Completed backend development for a web-based multiplayer game, contributing to a seamless experience and winning a Silver medal at an international conference.

Responsibilities: Receiving training in various technologies, developing the complete backend for a multiplayer game, contributing to a Silver medal-winning game, implementing a full backend solution for games.

Technologies: NodeJS, PlayCanvas, Phaser, ThreeJS, Git

