

HAMMAD FOZI

Senior Unreal Engine — Multiplayer, Live-Ops & Server Infrastructure

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Portfolio: <https://hammadfozi.com> · Open to Remote — full EU overlap, US East-coast mornings

SUMMARY

Senior Unreal Engine with 9+ years in C++ and Blueprints across multiplayer, live-ops, and VR — including AAA credits (Creed: Rise to Glory VR) and end-to-end ownership of a live multiplayer title migrated across five engine versions (UE 4.19 → 5.7). Specialized in network replication, dedicated server infrastructure (AWS GameLift, Gameye, GameFabric), Epic Online Services, and PlayFab-driven live-ops tooling. Experienced leading engineering teams and building development processes from scratch. Co-author of two Packt-published Unreal Engine books. Working fully remote with distributed US and EU teams since 2020.

TECHNICAL SKILLS

Engines & Languages: Unreal Engine 4 & 5 (4.19–5.7), C++, Blueprints, Unity

Multiplayer & Networking: network replication, dedicated servers, matchmaking, Epic Online Services (EOS), cross-platform play, lag & packet-loss optimization

Live-Ops & Backend: PlayFab, AWS GameLift, CloudScript, Gameye, GameFabric, TitleData live configuration, retention & revenue analytics, Sentry crash monitoring

Gameplay & Systems: Gameplay Ability System (GAS), UMG/UI, DLC & patching systems, WWise audio integration, avatar customization

Platforms: PC (Steam, Epic Games Store, Steam Deck), VR (Meta Quest, Pico), mobile, AR

Version Control: Perforce, Git, SVN, PlasticSCM (branching workflows)

Development Workflows & QA: Docker containerization, automated & smoke testing, patching & content-delivery pipelines, CPU/GPU & device profiling, multiplayer testing under simulated lag, latency & packet loss

AI Content & Automation: ComfyUI image & video generation workflows, n8n automation pipelines, RunPod cloud GPU compute

Remote Workstation: Intel Core i9-14900K, 96 GB RAM, NVIDIA RTX 4090, 2–3 TB available storage — fully equipped for immediate remote onboarding, no hardware provisioning required

PROFESSIONAL EXPERIENCE

Senior Unreal Engine — Forthright Entertainment Inc. (Remote)

Oct 2024 – Jul 2026

- Led the end-to-end revival of Maelstrom, a dormant multiplayer naval-combat game — restored it to active development, migrated the complete project across five major engine versions (UE 4.19 → 5.7), and prepared expansion from Steam to the Epic Games Store.
- Designed a hybrid Gameye + GameFabric dedicated-server infrastructure — Docker-image server builds, multi-region matchmaking, GamersLab and Playfull integrations, and PlasticSCM workflows — substantially reducing server operating costs.
- Integrated Epic Online Services (EOS) for cross-platform play; shipped Steam Deck support, full controller navigation, seamless match rejoin, custom lobbies, and spectator mode.
- Delivered major player-facing systems: Guild Strongholds, Quests, Leaderboards, Guild Wars, KDA tracking, chat censorship, Daily Spins, named ship loadouts, reticle cosmetics, a revamped Shop, and a comprehensive UI overhaul.
- Built a live-ops CRM from scratch — PlayFab-synced retention cohorts and revenue analytics, AWS GameLift fleet scaling and session monitoring, Guild War season administration via CloudScript, Steam review analytics, Sentry crash monitoring, and live configuration through TitleData.
- Developed operational control for a 1,329-item catalog, shop-deal rotations, bulk item grants, and 25+ virtual currencies, plus GM tools for player lookup, bans, moderation, inventory inspection, and currency grants; secured the platform with RBAC (26 granular permissions) and a complete audit trail.
- Built an AI-assisted content R&D pipeline with ComfyUI and n8n — automated generation of art assets and in-game-usable video content on RunPod cloud GPU compute — and containerized the live-ops CRM with Docker for local test deployments.
- Owned end-to-end QA and performance validation — smoke and automated testing, device profiling, CPU/GPU analysis, and multiplayer profiling under controlled lag, latency, and packet loss; delivered substantial FPS gains and eliminated latency-induced ship stuttering through optimized replicated movement.

Senior Unreal Generalist — Tensei Games (Remote) **Jan 2024 – Oct 2024**

- Led multiple project teams spanning Digital Twin, Metaverse, and Pixel Streaming demo builds.
- Delivered across UI, multiplayer, server deployment, and gameplay programming on a wide range of Unreal Engine projects.

Senior Programmer (Unreal) — Sensorium (Remote, Contract) **Aug 2023 – Dec 2023**

- Contracted to build the Avatar Customization System (ACS) for VR and PC from scratch; architected and delivered the complete system with production-quality code and documentation.
- Translated design requirements into scoped tasks with projected timelines.

Senior Unreal Generalist Engineer — LiquidX (Remote) **Jul 2022 – Jul 2023**

- Developed an RPG based on the Pixelmon IP in UE 5.2, building gameplay with the Gameplay Ability System (GAS).
- Built a dedicated server and patching system and integrated WWise audio.

Game Software Engineer — TLM Partners, Inc. (Remote) **Oct 2020 – Jul 2022**

Worked in the UI, Gameplay, and Framework squads on AAA Unreal Engine 4 titles:

- Creed: Rise to Glory (VR) — port from Meta Quest 2 to Pico Neo 3.
- Sensorium Galaxy — gameplay programming on a AAA VR/PC DJ experience.
- Heroes & Generals (remake) — UI programming for HQ demos and RTS architectures.

Unreal Game Developer & Team Lead — Big Immersive **Oct 2018 – Oct 2022**

- Led a team of 5 engineers — built the studio's onboarding and off-boarding, process flows, architectural standards, and team methodology from scratch.
- Implemented KPI-driven performance tracking that gave leadership high-visibility insight into team output and delivery.
- Built UE4 projects in C++ and Blueprints across Windows desktop, mobile, VR, and AR — spanning gameplay, networking, DLC & patching, backend integration, and UI.

Game Designer, Developer & Prototype Specialist — Vanilla Arcade **Jun 2017 – Jun 2018**

- Built projection-mapping, VR, and AR experiences using Unreal Engine 4, Unity, and Microsoft Kinect v2.

PUBLICATIONS

- [*Elevating Game Experiences with Unreal Engine 5* — Packt Publishing, co-author \(2022\).](#)
- [*Game Development Projects with Unreal Engine* — Packt Publishing, co-author \(2020\).](#)

EDUCATION

Bachelor of Science, Computer Science — FAST-NUCES **Aug 2014 – Jun 2018**