



Alireza Majari

Unity Developer



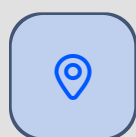
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BIRTHDAY
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About Me

Hi 🤖👋, I'm Alireza Majari, a Unity developer with over 6 years of specialized experience in mobile game development. I hold a bachelor's degree in Software Engineering from Kharazmi University. Since 2017, I started my activities in the field of mobile game development. My most recent work experience is with the game development studio King Kode, where I worked on the GT Club Speed game and several other projects during this period.

My Passion



Game Development with Unity

Experience in Unity programming and mobile game development for 6 years.



Programming Telegram Bots

/*Development and programming of Telegram bots as a side hustle.*/*



Education

• Kharazmi University – Bachelor of Software Engineering

2017 – 2021

Graduated with a degree in Software Engineering from Kharazmi University, with a history of membership in the University's Game Developers Association. Published the game development magazine [GameGeeks](#) and organized [game development webinars](#) at the university.



Experiences

• King Code Studio – Unity Developer

2021 – Present

I began my professional journey within [King Code Studio](#) in the year 2021 and immediately engaged in the development of the [GT Speed Club](#) project. This game has achieved 10 million downloads on Google Play and boasts a substantial active user base worldwide. In addition to the GT Speed Club, I worked on the initial version of the game [King Ludo](#), an online Ludo game. Furthermore, I contributed to the development of [Tank Strike](#), the latest product from King Code Studio.

• Part-time Self-Employment – Unity Developer

2022 – Present

During my time at King Code Studio, I engaged in part-time self-employment focusing on the development of hyper-casual and recently hybrid-casual games in my free time. I developed the following games during this period, collaborating with international publishers for the KPI testing:

- [Pick Em Up](#)
- [2248 Defense](#)
- [Drone Car : Attack on Giants](#)

• Freelancer – Unity Developer

2017 – 2021

Over the course of 4 years, I worked as a freelance mobile game developer, taking on various projects and successfully bringing them to completion. Some of the projects I worked on during this period include:

- [Dental Assist](#): A 3D offline atlas of dental anatomy and morphology.
- [Lord of Quiz](#): A quiz-centric game where users competed against each other by answering questions.
- [Jedal](#): An online casual game inspired by the mechanics of the game Paper.io.

Skills

Unity 100%

C# 100%

3DS Max 70%

Photoshop 80%

Database (SQL, MongoDB, Redis) 100%

Java, ASP.NET, PHP, Node.js, Python 30%

Version Control (git, Plastic SCM) 100%

Agile 100%

Portfolio



Tank Strike: Armored Warfare

King Kode Studio • 2023

This project represents the latest game from King Kode Studio in the hybrid-casual genre, featuring a realistic art style. I was responsible for the development of all aspects of the project, except for the level design section, from the ground up. In this game, the user controls a tank, shooting enemies and progressing through each stage until reaching the end of the path while eliminating adversaries. The game underwent testing by the international publisher Voodoo and achieved a CPI of \$0.36 and a retention rate of 32%.

[Open in GooglePlay](#)

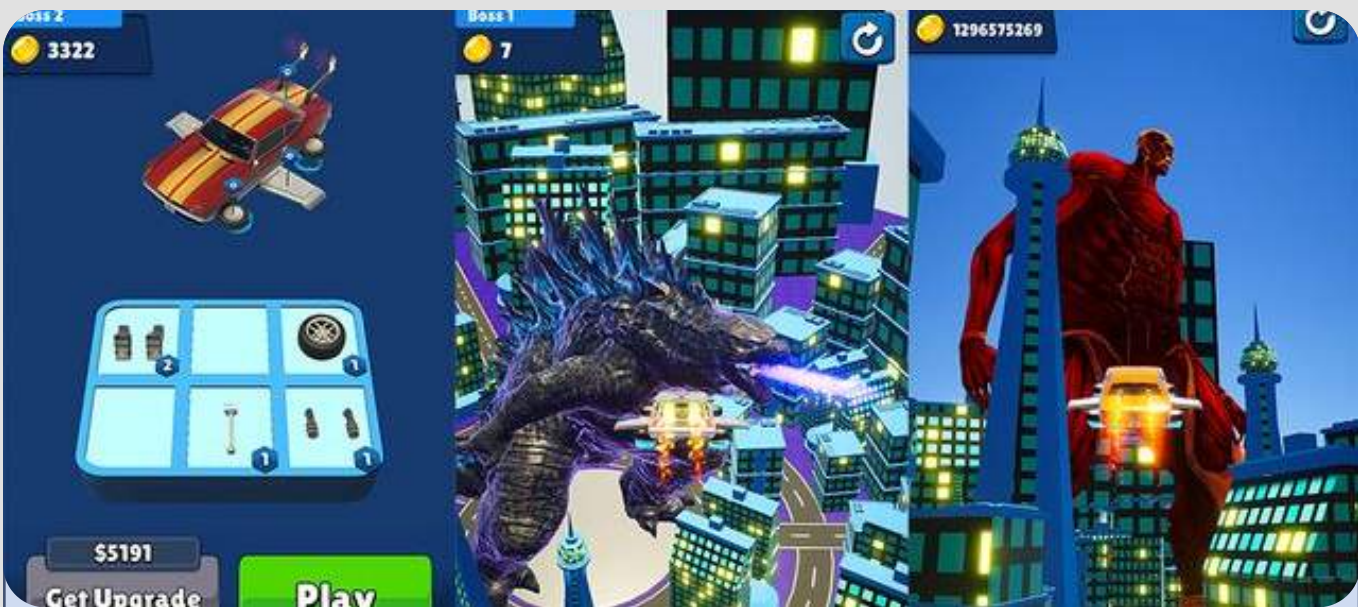


GT Nitro: Drag Racing

King Kode Studio • 2021

One of my responsibilities at King Kode Game Studio was working on the GT Speed Club product. This involved preparing new features, bug fixes, and handling the build and release processes for both Android and iOS platforms. Additionally, I occasionally made changes to the backend (ASP.Net). GT Speed Club has achieved 10 million downloads on Google Play, with a significant active user base worldwide. Recently, due to some issues, the game has been removed from the Google Play market and is now available under the new name GT Nitro.

[Open in GooglePlay](#)



Drone Car : Attack on Giants

Self Employed • 2022

This project is a hybrid-casual game where users, by collecting upgrades and merging and assembling them onto their cars, can upgrade their vehicles and use them to attack monsters in various stages. The game underwent testing by an international publisher at several stages and achieved significant statistics.

Open in GooglePlay



King Ludo: Online Board Game

King Kode Studio • 2023

King Ludo is another project from King Kode Studio, and I was responsible for preparing its initial version. This project is an online Ludo game that utilizes the Nakama service for all online components, user data storage, and leaderboards.

Open in GooglePlay



2248 Defense

Self Employed • 2022

A hybrid-casual game that is a combination of two games, 2248 and Mob Control. This game was developed in one month and underwent testing by an international publisher. Additionally, it participated in the Sharif Game Development Competition in the year 2023 and achieved the fourth position.

Open in GooglePlay



Pick Em Up

Self Employed • 2022

This game was developed in the hyper-casual genre and underwent testing by a publisher. In this game, the user must draw a path for a bus in various stages, ensuring that each bus picks up all characters of a specific color and exits the map.

Open in GooglePlay



Jedal

Freelancer • 2020

A hyper-casual project inspired by the popular game Paper.io. This game includes online features, leaderboards, a chat section, and friend functionality, all implemented using the Nakama service. Additionally, I handled the LowPoly modeling and texturing of the cars for this project.

Download Demo



Lord of Quiz

Freelancer • 2018

This project was quiz-focused, where users competed against each other on the leaderboard by answering questions in various categories. In addition to developing the game itself, I was responsible for the backend development. The backend of the game was written in PHP, and MySQL was used for the database.

Open in GooglePlay



Offroad Prototype

Self Employed • 2019

This prototype, prepared in a Vertical Slice stage, is an off-road obstacle-crossing game. For implementing the car physics system, the RCC package has been utilized.

[Download Demo](#)



Sunset Riders: New Journey

Self Employed • 2019

This game is essentially a remake of one of the stages from the nostalgic game Sunset Riders, developed during a game jam. My role in this project involved programming various aspects of the game, including mechanics and artificial intelligence for enemies.

[Watch Demo](#)



Dental Assist

Freelancer • 2017

The "Dental Assist" app is a comprehensive 3D atlas focusing on the anatomy and morphology of teeth. It provides the simplest and most efficient way for dental students to learn the morphology of teeth.

[Download Demo](#)



MP-28 Gun Model

Self Employed • 2018

A HighPoly model of the MP-28 firearm, modeled using 3DS Max, and its texturing and rendering were done in Substance Painter software.

[Open in ArtStation](#)

Courses



Unity

Completed the "Complete C# Unity Game Development" course on Udemy in 2017.



3DS Max

Completed the "3ds Max Fundamentals: 3D Modeling and Look Development" course on Udemy in 2018.