








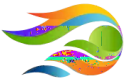


I am a game programmer with over six years of experience using C# and Unity, developing engaging gameplay features. I pride myself on my expertise in software design principles and my ability to write clean, extendable, and maintainable code. I enjoy the challenge of programming and creating immersive game worlds that capture the player's imagination. To me, anything that can evoke emotions is a form of art, and I am dedicated to crafting games that offer unique and memorable experiences for players.

WORK EXPERIENCE

Feb 2023-Aug 2023	Lead Game Programmer, 7mos GOLMORAD GOOGLEPLAY , DREAM HOME GOOGLEPLAY · Medrick Game Studio  Golmorad is a popular match-3 game with a deep storyline and multiple mini-games and live-ops, published on local and international stores played by over 10 million users in total. <ul style="list-style-type: none"> • Spearheaded goal-setting initiatives to ensure smooth technical operations, designing architecture and programming gameplay that garnered over 1M downloads and achieved a 4.5-star rating from 80.9K reviews on Google Play. This experience deepened my proficiency in adhering to software design principles, guaranteeing the creation of clean, scalable, and easily maintainable code. • Oversaw staff progress through monitoring and evaluation, while also taking charge of recruiting, interviewing, assisting, and training new technical employees. • Advocated for operational efficiency by implementing pair programming methodologies, thereby fostering increased team collaboration and knowledge sharing. • Championed real-time communication among team members, resulting in accelerated code integration processes within development pipelines. 	
June 2021-Feb 2023	Senior Game Developer, 1y 8mos GOLMORAD GOOGLEPLAY , DREAM HOME GOOGLEPLAY · Medrick Game Studio  <ul style="list-style-type: none"> • Designed and implemented a robust architecture, analogous to the Model-View-Controller (MVC) paradigm, tailored for the chat and team system within the game. • Developed the architectural framework as a cohesive package, which has remained a fundamental component of the game's infrastructure since its inception. • Demonstrated expertise in adhering to software design principles, resulting in clean, scalable, and easily maintainable code throughout the project lifecycle. • Hands-on experience in shaping and optimizing architectural designs for game projects 	
Aug 2020-June 2021	Game Developer, 11mos GOLMORAD GOOGLEPLAY , DREAM HOME GOOGLEPLAY · Medrick Game Studio  <ul style="list-style-type: none"> • Designed, developed and optimized features for the Match3 Games. This included the development of interactive elements, gameplay mechanics, and user interfaces, fostering a dynamic and captivating gameplay environment. 	
Spring 2019	Data Scientist, 2mos GAHVAREFAMILY · Gahvare  <ul style="list-style-type: none"> • Gained hands-on experience building scalable pipelines. • Learned about agile development methodologies and version control with Git. and worked collaboratively with other developers on a team. • Developed teamwork skills and gained insight into project management methodologies like Scrum. 	
Summer 2018	Data Scientist, 3mos COMPUTER VISION TEAM · Avir AI  <ul style="list-style-type: none"> • Conducted research on pattern recognition, convolutional neural networks, and computer vision as well as image conversion methods such as cycleGAN and pix2pix 	

SKILLS

Programming Languages: **C#** **C++** Python Latex





Programming Skills: **Game Design Patterns** **MVC, MVP, ECS** **Clean Code** **S.O.L.I.D Principles**

Game Engines: **Unity** **Unreal Engine**

Graphics: **Blender** **Photoshop** **Aseprite** Adobe After Effects Krita

Languages: **English: Native** **Persian: Native** Arabic: Beginner

EDUCATION

2023-2024	Master of Science COMPUTER SCIENCE · University of Alberta 	
2017-2022	Bachelor of Engineering COMPUTER ENGINEERING · University of Tehran 	

PROJECTS

2024	Unreal Engine 5 C++ The Ultimate Game Developer Course <ul style="list-style-type: none">• Spearheaded the development of a comprehensive RPG action game featuring a third-person character.• Successfully implemented an intricate combat system, incorporating swords and various melee weapons for a dynamic gaming experience. Engineered and integrated health bars and player stat functionalities, enhancing user engagement and gameplay depth.• Designed and created diverse game levels, incorporating realistic scenes utilizing Quixel Megascans for visually immersive gameplay.• Applied particle effects, including realistic blood splatter and weapon trails, contributing to the game's visual appeal.• Designed and implemented AI-driven enemies, enriching gameplay with challenging adversaries that actively engage the player.• Integrated Motion Warping, leveraging Unreal Engine 5's cutting-edge system for customized root motion animations, enhancing character movement and animation realism.• Utilized Unreal Engine 5's innovative MetaSounds system to implement high-quality and immersive audio experiences, elevating the overall sound design within the game.	Udemy Course
2022	Graph Shaders <ul style="list-style-type: none">• Showed mathematical functions using graphs• Animated the graphs	
2021-2022	Zombie Apocalypse Survival 3D <ul style="list-style-type: none">• Utilized navigation and pathfinding in Unity• Used animation and state machines• Implemented an AI system	
2019	Galaxy Shooter Arcade Game 2D <ul style="list-style-type: none">• Implemented collision detection, user input handling, and player movement.• Designed and programmed power-ups, including triple shots, laser beams, speed boosts, and shields.• Developed enemies with basic AI behavior for challenging gameplay.• Applied shaders, integrated sound effects, background music, and particle effects.	Github
2019	Sci-Fi Demo 3D <ul style="list-style-type: none">• Implemented first person shooter• Used Navigation System and Mesh• Learned about Destructables	

NOTABLE ACADEMIC COURSEWORK PROJECTS

Artificial Intelligence	Design and Implementation of Neural Networks <ul style="list-style-type: none">• Utilized Pytorch to build a custom neural network from scratch for an image classifier.• Trained and tested the model on datasets.• Performed hyper-parameter tuning.	
Artificial Intelligence	Decrypt Encoded Text with Genetic Algorithm & NLP <ul style="list-style-type: none">• Discovered the key to substitution cipher and finding parameter values such as mutation rate, pool size, etc. through experimentation with help of NLTK.	Github
Artificial Intelligence	Design and Implementation of Search Algorithms <ul style="list-style-type: none">• Solved a problem of finding patients and transferring them to hospitals on a map.• Used uninformed and informed search algorithms, such as Breadth-First Search, Iterative Deepening Search and A* search.	
Artificial Intelligence	Design and Implementation Minimax and Alpha-Beta Pruning <ul style="list-style-type: none">• A game defined as a search problem, discovering an appropriate solution to the two-player Pacman game finding food and poisons on a certain map.	
Advanced Programming	Implementation of the Ballz game (Logic and Graphics) <ul style="list-style-type: none">• Developed the Ballz game, incorporating advanced logic and graphics to create an engaging and dynamic gaming experience.	Github
Advanced Programming	Implementation of the Pacman game <ul style="list-style-type: none">• Implemented the iconic Pacman game, showcasing proficiency in advanced programming concepts.	Github