

Arya Hosseini

Montreal, Canada

Portfolio: <https://arya-h03.github.io/home>

GitHub: <https://github.com/Arya-H03>

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SUMMARY

Passionate Junior Developer with background in game development using Unity and Unreal Engine, as well with experience in database management, application and frontend development. Passionate about tackling challenges with creativity and technical expertise while collaborating with dynamic teams.

SKILLS & KNOWLEDGE

Technical Skills: Unreal Engine, Unity, C++, C#, LUA, SFML, ImGui, SQL, HTML, CSS, JavaScript, GitHub, Agile

Personal Skills: Problem Solving, Adaptability, Communication, Teamwork, Creativity

Languages: English, French, Kurdish

PROFESSIONAL EXPERIENCE

Unity Gameplay Programmer Intern

2024

Baobab Games

Montreal, Canada

- Collaborated on the development of DION, a multiplayer survival shooter, contributing to implementation of key systems.
- Designed and implemented an Item Storage System for efficient client-server item management and retrieval.
- Developed the Construction System, ensuring precise placement and Base Ownership to prevent unauthorized building.
- Implemented an item drop mechanic to prevent item loss from physics glitches upon storage destruction.
- Refactored and optimized code for better readability, efficiency, and maintainability to support future development.
- Collaborated with QA and developers to debug and playtest multiplayer features for seamless functionality.
- Participated in agile development, attending sprint meetings to coordinate with developers, artists, and interns.

PERSONAL PROJECT

Hallowfall

2023 - Present

[View Project](#)

Unity

- Developed a modular player controller using the State Pattern, enabling scalable and maintainable gameplay behaviors.
- Designed an extensible ability system, supporting randomized upgrades and seamless content iteration.
- Built a flexible combat system enabling rapid prototyping of independent abilities.
- Implemented a modular enemy AI system with FSM, NavMesh pathfinding, and data-driven attack logic.
- Created a dynamic skill tree system using ScriptableObject-based nodes, supporting upgrades with branching paths.
- Integrated Unity Animator and Input systems for responsive, animation-synced combat actions and state transitions.
- Utilized event-driven architecture to decouple systems, improving code readability and debugging efficiency.
- Applied SOLID principles across core systems to ensure scalability, reusability, and ease of future feature expansion.

EDUCATION

DEC – Computer Science, Video Game Programming

2022 – 2024

LaSalle College

Montreal, Canada

Bachelor – Engineering Science

2021 – 2022

University of Tehran

Tehran, Iran