Mahdi Jafari
Software Developer/Game Developer

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💼 EXPRIENCE

Learn more about my projects on my portfolio https://mahdijj0090.wixsite.com/mahdi-jafari

Projects

2024 SEP - 2024 OCT - 4 WEEKS – 12 TEAM MEMBERS
Catch'em Sheep – AI Programming
- Unreal Engine 5, C++ & Blueprint
- Sheep AI state system Idle, Escape, Teleport, Baited in C++
- Unreal Behavior tree
- Animation blueprint, animation state

2024 MAJ - 2024 JUN - 7 WEEKS - 13 TEAM MEMBERS
The Lantern Bearer – Gameplay & UI programming
- Unreal Engine 5, C++ & Blueprint
- Health system in C++
- Damage system in C++ & Blueprint
- UI Implementation

2024 JAN- 2024 FEB - 4 WEEKS – 17 TEAM MEMBERS
Mirage Rush – Gameplay & camera programming
- Unity & C#
- Speed meter in C#
- Third person camera, changeable FOV depending on speed

2023 OCT- 2023 NOV - 3 WEEKS – 11 TEAM MEMBERS
Bloom & Doom – Gameplay & camera programming
- Unity & C#
- Character movement
- Two cameras, one third person another for overview the map
- UI Implementation

Summer jobs

2022-2023
I worked as a gardener in a church.
2021
I worked as a horse caretaker.
2019–2020
I worked two summers in Marielunds kindergarten, I used to be a day care for children.

🎓 EDUCATION

2023–2025

HIGHER VOCATIONAL EDUCATION - FutureGames in Boden Sweden

I am studying Game Programming at **FutureGames** which includes 550 YH points.

2020–2023

GYMNASIUM - Tornedalsskolan in Haparanda Sweden

I've studied Information Technology and then I found my passion for developing software.

⚙️ SKILLS

CODING

- C++
- UE Blueprint
- C#
- JavaScript
- HTML-CSS

SOFTWARE

- Node.js
- REST API
- PostgreSQL
- MongoDB
- Unreal Engine
- Unity
- Perforce
- GIT
- Visual Studio - JetBrains IDEs
- Jira
- Network Server (TrueNas)

🌍 LANGUAGES

- English
- Swedish
- Persian - Native
- Dari - Native