Isaac J. Nikouei

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Website, Portfolio

- https://www.linkedin.com/in/isaac-j-nikouei
- https://github.com/EsiNikko
- https://nikouei.net

Skills

- Unity Game Engine
- Programming in C++, C#, Python, and JavaScript languages
- Shader programming
- Fundamental knowledge of 3D graphics programming
- Performance optimization

Work History

Game Development Tech-Lead   08/2017 to Current
Hami System Sharif - Tehran, Iran

Project D.E.A.R: The Merge
- Introduced a workflow in characters implementation to reduce the dependency between designer and programmer by separating behavior and core components into visual behavior design and code which result in a 30% reduction in implementation time.
- Worked with Development, Art, and Design teams, and by my suggestion to use collaboration workflow in Unity we managed to reduce conflicts by 60%.
- Designed technical architecture of the project and lead the programmer team in the development process.
- Trained the Art team members to implement new visual effects with shader-graph in Unity which led to eliminating their dependency on the development team which was becoming a major bottleneck in our workflow.
- Suggested a new Event and reference dependency handling technique which helped to increase team productivity. As a result, we have cut the test time of characters by 8 hours a week.
- Contributed to an open-source project on GitHub (Object-based motion-blur for Unity's URP). Added new features and fixed several bugs. As an additive feature, it's also working on URP 12.

Hami Dream
- Identified and fixed performance issues to increase runtime frame rate from 40 to 60.
- Replaced standard PBR shaders with custom multi-layered shaders which increased the performance by 20%.

Software Developer   07/2017 to 08/2017
Freelance - Tehran, Iran

Physics Experiment Simulation
- Implemented 37 physics experiment simulations in Unity with high-quality visuals and the ability to control the simulation parameters from JavaScript for a web-based project ordered by a top-rank university in Iran.

Game Developer   06/2016 to 07/2017
Rain Soft Studio - Rasht, Iran

Nabard-e Abhaye Azad
- Contributed with a wonderful small team of 4 people to create an adventure mobile game using the Unity game engine.
- Created prototypes-based game ideas using OpenGL ES for mobile devices.

Software Developer   12/2013 to 06/2016
FIP-CO - Lahijai, Iran

G-Engine
- Developed an in-house Game Engine using technologies like C++, DirectX11, Nvidia PhysX, and Open AL.
- Created an editor for the Game Engine using Qt5.

Education

Bachelor of Science
- Computer Engineering 2013 – Jaber-Ben-Haiyan Institute of Higher Education - Rasht, Iran.

Associate of Science
- Electronics Engineering 2011 - Shahid Rajaee Teacher Training University - Lahijan, Iran.