



Ali Ghanitoos | Born in 2004

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WORK EXPERIENCE

Diaco Studios

Game developer

Jul. 2021 – Present

Ahwaz, Iran

- As game developer and technical artist made various mobile games and tools and ported finished art to the game engine.
- Developing Chilex mobile game, a 3D multi player platform. (<https://www.chilex.ir/>)
- Developed casual game called Get The Jet. (<https://myket.ir/app/com.Diaco.GettheJet>)
- Developed casual game called Never The Same, a game about finding difference in a 3D world. (not released yet)
- Developed and maintained hyper casual and casual games for mobile devices.
- Delivered 3D assets, 3D art, and game assets for casual mobile games.
- Delivered Shaders and VFX for game projects.
- Created art assets using Adobe Photoshop, Adobe illustrator, Blender, Autodesk Maya.
- Created game engine tools for game developers and artists.
- Developed tools and ideas to reach best performance of products.
- Maintained and worked with game engine graphics and graphics pipeline.
- Developed various part of game including network, UI, Animations, 3D assets, Environment, Audios, Performance, etc.

EDUCATION

From (YYYY-MM)	To (YYYY-MM)	Name of institution	City and country or territory	Type of certificate or diploma issued	Field of study
2022/08	Present	Shahid Chamran Technical and Professional College	Ahvaz - Iran	Associate degree	Computer and software
2019/09	2022/08	shimiya'i rāzī Upper Secondary School	Ahvaz - Iran	Upper Secondary	Computer and software
2019/06	2019/07	Sharif Sadr Educational Complex	Ahvaz - Iran	24 hours Photoshop Course	Adobe Photoshop
2016/09	2019/05	Daneshgah Lower Secondary School	Ahvaz - Iran	Lower Secondary	
2010/09	2016/05	Nowab Safavi Elementary School	Ahvaz - Iran	Elementary school	

History:

From (YYYY-MM)	To (YYYY-MM)	Activity	City or town and country or territory	Status in country or territory	Name of company, employer, school, facility, as applicable
2022/09	ongoing	Studying	Ahvaz -Iran	Citizen	Shahid Chamran Technical and Professional College
2022/01	Ongoing	Video Game Programmer/Technical Artist	Ahvaz- Iran	Citizen	Diaco Studios
2019/09	2022/08	Studying in upper secondary school	Ahvaz- Iran	Citizen	shimiya'i rāzī Upper Secondary School
2021/07	2022/01	Video Game programmer intern	Ahvaz - Iran	Citizen	Diaco Studios
2016/09	2019/05	Studying in lower secondary school	Ahvaz- Iran	Citizen	Daneshgah Lower Secondary School
2010/09	2016/05	Studying in primary school	Ahvaz- Iran	Citizen	Nowab Safavi Elementary School

CERTIFICATIONS, SKILLS & INTERESTS

▪ Certifications:

- 24 Hours Photoshop course in State Technical & Vocational Training Organization of Iran.
- IELTS general 6

▪ Skills:

- C# .net Programming, Physics Implementation, Math and algebra Implementations, UI/UX Implementation, Game Art, Tools and Editor Programming, Shaders and VFX.
- 3D Modeling, UV Mapping, Trim Sheet and Texture atlas.
- General knowledge about rendering and GPU performance.
- Intermediate Version Control User: Proficient in using Git with Unity, Conflict Resolution, Stashing, Tags and Releases. Cloning, Committing, Pulling, Pushing.
- Creating shaders using Shader Graph, Amplify Shader Editor and HLSL.
- Potential in English language, Ability to read and write documentation in English language. (IELTS 6)

▪ **Soft Skills:**

- Creativity
- Communication
- Attention to detail
- Collaboration
- Problem-Solving
- Team Work
- Responsibility
 - Regular work report in start of the day and in the end of the day and organizing tasks

▪ **Interests:**

- Playing Video Games
- Listening to Music
- Walking
- Animations
- Game Developers Conference
- Reading game development books