

Imai Jiro Unity & Unreal Engine Developer

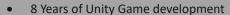
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Jiro#3051

https://t.me/golden_racing

http://imaijiro-dev.netlify.app

149-1080, Marunochi Jieipitawa(29-kai), Chiyoda-ku, Tokyo, Japan



- 5 Years of Unreal Engine Development
- 5 Years of Metaverse Development
- 5 Blockchain Game Development
- 10 Years of Mobile & Web Development

Education

Kyoto University, Computer Science (2012-2015)

Language

Japanese English Unity 90%

Unreal Engine 90%

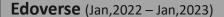
GameMaker Studio 80%

C# 90%

C++ 90%

UI/UX Design 90%

Experiences



Company: Sequine AR

URL: https://www.sequinar.com/

My Role: UE5 UI developer (BluePrint & C++) Remote

Work Reference:

https://drive.google.com/drive/folders/1cITANjkTM8nbIRFaxliSOD-qvHV1UmHv

Fractal (June, 2021 - Sep, 2022)

Company: Fractal

URL: https://www.fractal.is/

My Role: UE5 Model controller, Blockchain integration (C++&

Rust) Remote

Work Reference: (Monster Hunter)

https://drive.google.com/drive/folders/1keXKPfV687RPj2c6MXL83hz0q_-I5BRq

Solcity Poker (Feb, 2020 – Jan, 2022)

Company: Individual (US)

URL: https://solcitypoker.com/

My Role: Unity Developer Remote

Technology: (Crypto Poker Game) Unity, C#, Solana, Web3

Work Reference: https://solcitypoker.com/

Fire Kirin 2023 (Oct,2022 – Jan,2023)

Company : Adex

URL: https://adex.ltd/

My Role: Unity Game Developer

Technology: (Slot& Fish Game) Unity, C#

Work Reference:

https://drive.google.com/drive/folders/1ubrrzmcL2mLkLgULbPm2T2zg5nPkuMku



Offline Game (Feb, 2019 – Aug, 2019)

Company: Individual (Netherland)

Feature: Sudoku + CardPlay + WordCross

My Role: Unity Developer Remote

Technology: Unity, C#, Google Analytics

Work Reference:

 $https://drive.google.com/drive/folders/1voZJ-L_5SDjGgzGsLjYnM2t8n48qKoj5$

AR Measurement (Aug, 2019 - Dec, 2019)

Company: Individual (Belgium)

Feature: 3D distance measurement AR App

My Role: Unity AR + Backend(firebase) Developer

Technology: Unity, C#, AR

Work Reference:

https://drive.google.com/drive/folders/1lF3egJyiDMBinZyA4yHQUNZVLsbQUDRp

Etourney (Oct, 2018 – Feb, 2019)

Company: Individual (US)

Feature: Bubble Tournament

My Role : Unity Developer Remote

Technology: Unity, C#

Work Reference:

https://drive.google.com/drive/folders/1axIni6EYaXNobbt6vtHbL64I9Ufy6XF6

PoketGodz (June,2019 - May,2020)

Company: Individual (US)

Feature: 2D Pixel Multiplayer fighting game

My Role: Unity Developer Remote

Technology: Unity, C#

Work Reference: https://play.pocketgodz.xyz/

ScreenPlay (Nov,2020 – July,2021)

Company: Individual (Frankfurt, German)

Feature : NFT Card Game

My Role: GMS developer, blockchain integration

Technology: GameMaker Studio 2.3

Work Reference :

https://store.steampowered.com/app/1830700/ScreenPlay/

