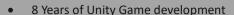✉ iamijiro0309@gmail.com

Ⓢ live:.cid.9e892adbc1d3d45

Ⓓ Jiro#3051

✈ https://t.me/golden_racing

🔗 http://imaijiro-dev.netlify.app

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

Imai Jiro

Unity & Unreal Engine Developer

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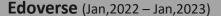- 10 Years of Mobile & Web Development

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%

Maya, 3D, Animation 90%

Experiences

Edoverse (Jan,2022 – Jan,2023)

Company : Sequine AR

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

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

Work Reference :
https://drive.google.com/drive/folders/1cITANjkTM8nblRFaxliSOD-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

🔗 http://imaijiro-dev.netlify.app

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 :

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/1axIni6EYaXNobbt6vtH
bL64l9Ufy6XF6`

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/