Imai Jiro
Game Developer

https://imaijiro.github.io/Profile-Website/

I am proficient in using Unity and Unreal Engine, and have successfully delivered projects across various platforms including mobile (iOS, Android), WebGL, and PC.

Throughout my career, I have worked on a wide range of projects, from educational and casual games to complex multiplayer and blockchain-based experiences. My expertise in C#, C++, Node.js, and Blueprint scripting, combined with my ability to manage both client and server-side development, allows me to deliver fully integrated game systems. I am also skilled in implementing in-game payment systems, virtual economies, and user authentication, ensuring a seamless and engaging user experience.

Education
Kyoto University, Computer Science
(2012-2015)

Language
Japanese
English

Skills:
- Unity 90%
- Unreal Engine 90%
- GameMaker Studio 80%
- C# 90%
- C++ 90%
- UI/UX Design 90%
- Maya, 3D, Animation 90%

Work History

YDI-eMetaverse
Florida, US, Remote | Sep,2023 - Current

Technology: Unreal Engine (UE5.3), VR-Quest Pro.

Role: Metaverse Total Manager (Remote).

Project Overview: YDI-eMetaverse is a cutting-edge virtual city developed using Unreal Engine 5.3, designed to provide immersive experiences through the use of VR-Quest Pro. As the Metaverse Total Manager, I was responsible for overseeing the complete development lifecycle, ensuring seamless integration of the city environment with VR technologies. This project delivers a highly interactive virtual world with lifelike 3D models, engaging environments, and real-time interaction capabilities that enhance the user's virtual experience.

Work Reference : https://drive.google.com/drive/folders/1zpCZBMUYZgA_WCZuo4nmZYXWTiQl-2nG

SankoPoker
SankoDreamMachine, Remote | Feb,2023 – Aug,2023

Role: Unity-Blockchain Integration Developer

Project Description: SankoPoker is a cutting-edge Play-to-Earn (P2E) multiplayer poker game built using Unity, with integration into both Arbitrum and Ethereum blockchains. The game offers a seamless poker experience for players, with blockchain functionality enabling secure transactions and reward systems for its users.

Key Features: Blockchain Integration, Multiplayer Gameplay, Game Client Development, Admin Panel, Database

Work Reference : https://drive.google.com/drive/folders/1OJnpfy1gNeQ0el9KVAHr2PNIlt_Dvaww

Edoverse
SequinAR, Remote | Jan,2022 – Jan,2023

Role: Unity-Blockchain Integration Developer

Project Description: SankoPoker is a cutting-edge Play-to-Earn (P2E) multiplayer poker game built using Unity, with integration into both Arbitrum and Ethereum blockchains. The game offers a seamless poker experience for players, with blockchain functionality enabling secure transactions and reward systems for its users.

Key Features: Blockchain Integration, Multiplayer Gameplay, Game Client Development, Admin Panel, Database

Work Reference : https://drive.google.com/drive/folders/1cITANjkTM8nblRFaxliSOD-qvHV1UmHv

Solcity Poker
AION Poker, Remote |Feb,2020 – Jan,2022

Role: Unity Developer (Remote)

Project Description: Solcity Poker is a blockchain-based crypto poker game that integrates with the Solana blockchain network, allowing users to engage in play-to-earn (P2E) activities. This WebGL game supports Solana wallets, enabling seamless wallet connections for players. The game features both client-side and server-side development to ensure smooth multiplayer functionality.

Key Features: Unity (C#), Node.js (Socket.io), Solana Blockchain, Web3 Integration, MongoDB, EJS (Admin Panel)

Work Reference : https://drive.google.com/drive/folders/1cITANjkTM8nblRFaxliSOD-qvHV1UmHv

Fire Kirin 2023 | Casino & Fish Game
Adex, Remote |Oct,2022 – Jan,2023

Role: Unity Developer (Remote)

Project Description: This project involved developing a multi-casino game with a combination of 25 mini-slot games and 15 fishing games. The focus was on creating an immersive experience for users, with engaging gameplay mechanics and visually appealing elements. I integrated Firebase to manage backend operations, including user data, real-time game analytics, and in-app purchases.

Key Features: Unity, C#, Firebase

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

AR Measurement
Belgium, Remote |Aug,2019 – Dec,2019

Role: Unity AR + Backend (Firebase) Developer

Project Description: The AR Measurement app is a cutting-edge tool that enables users to measure distances in 3D space using augmented reality (AR) technology. The app leverages Unity to create an intuitive and interactive AR experience, allowing users to make precise measurements in real-world environments.

Key Features: Unity (C#), Firebase, AR

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

Etourney

Cirococo Studio, US , Remote |Oct,2018 – Feb,2019

Role: Unity AR + Backend (Firebase) Developer

Project Description: Etourney is an engaging multiplayer bubble shooting game with tournament features, built using Unity and C#. I was responsible for the entire game development, integrating Photon networking for real-time multiplayer functionality, ensuring seamless and competitive player experiences. This project involved designing and implementing gameplay mechanics, handling network synchronization, and optimizing the game for various devices.

Key Features: Unity (C#), Firebase, Multiplayer

Work Reference : https://drive.google.com/drive/folders/1axIni6EYaXNobbt6vtHbL64l9Ufy6XF6

S+ Intelligent

Netherland , Remote |Feb,2019 – Aug,2019

Role: Unity Developer (Remote)

Project Description: S+ Intelligent is an educational game designed for children, combining Sudoku, CardPlay, and WordCross puzzles to promote cognitive development. As the primary Unity developer, I integrated various Unity assets from the Asset Store, developed an in-game currency system, and added a daily reward system to encourage player engagement. The game also features Firebase integration for user data management and tracking. Additionally, Google Analytics was used for monitoring player interaction and behavior within the app, helping optimize the game's performance.

Key Features: Unity, C#, Google Analytics, Firebase

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