

# MOHAMMAD ALINIA

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## SUMMARY

Unity programmer with 3 years' experience, contributed to different projects for mobile and PC platforms, familiar with famous design patterns (SOLID, MVVP,...), deep understanding of OOP concepts, and Familiarity with tool development and extending the Unity editor capabilities. Passion to learn new skills and work with other professionals

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## EXPERIENCE

### Wood block puzzle – classic [link](#) 5/12/2022

Simple puzzle game for mobile, worked as a freelancer

- Implementing Ad Mob ads system and Google Play IAP, Leaderboard, Authentication
- Optimizations (97ms to 32ms) and remove the performance spikes and bugs
- Implementing Firebase Notification, Crashlytics, Database
- Optimizing core gameplay and implementing game mechanics (abilities, game modes)

### AntiBrick [link](#) 6/ 8/ 2023

Clone of brick breaker for mobile

- Programming gameplay mechanics
- Creating art for UI and game objects

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## EDUCATION

### ASSOCIATE DEGREE OF COMPUTER ENGINEERING, MINOR IN SOFTWARE

Shahid Rajaee Technical College

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## SKILLS

- C# Programming
  - OOP Concepts
  - Clean Code
  - Simple game art
  - Working with API's
  - Problem-solving
  - Fluent in English
  - Python
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## Hobbies

- Video game
  - Anime
  - Personal projects
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