



Sayed Mehdi Saleh

Game Developer

DoB: 2002-03-21

Marital Status: Single

✉ saleh.mehdi1381@gmail.com

☎ (+98)9157774130

📍 Mashhad, Razavi Khorasan, Iran

Profile Summary

With comprehensive hands-on experience in game development using Godot, Unity, and SDL, along with a background in designing and developing several creative games, I am prepared to contribute effectively to creating engaging games. Notably, I have earned second place twice in various game jams, demonstrating strong problem-solving skills and creativity in execution.

Education

Bachelor of Computer Engineering

Branch: Software
Institute/University: Islamic Azade
University of Mashhad
Mashhad, Razavi Khorasan, Iran
September 2021 - Present
GPA: 18.64/20

Work Experience

Unity Developer

FanTop / RECTAZONE
Iran
June 2024 - August 2025

Tasks and Achievements

- Interfacing with microcontrollers
- Data encryption

English Translator

Tarjomic
Iran
March 2022 - Present

Tasks and Achievements

- Translating English text to Persian and vice versa

Unity Developer

Ariaman Games
Iran
March 2023 - March 2024

Tasks and Achievements

- Designing and developing games
- Team work
- Professional use of the Unity Engine

Soft Skills

Responsibility
Listening Well
Perseverance
Problem Solving

Honors

Being teachers assistant and teaching Godot to students

February 2025

Skills

- Unity Game Engine
- Godot Game Engine
- SDL3 Framework
- C# Programming Language
- C++ Programming Language
- Python Programming Language
- Clean Code Principles
- GDD Designing
- Git Soarce Control
- Trello Project Management

Language

English ● ● ● ● ●
French ● ● ● ● ●
B1 Level

Social Network

- 🌐 Mehdi-Saleh
- 📧 @mehdiSalehs

Outcast Messiah - Second place overall in IAUM's first game jam

March 2025

Link: https://t.me/iaum_game/411

Agent Hue - Second place overall in FUM's first game jam

April 2024

Link: https://t.me/fum_game/1624

Professional Memberships

Core Member of the Game Development Association, Islamic Azad University of Mashhad

2022-2024

Projects

Portfolio

Please refer to my portfolio for a complete list of all my projects. Only a few of my more recent projects are present in this resume.

Link: mehdi-saleh.github.io/

sandbox engine - Personal Project

June 2025

A falling sand simulation made with SDL3 and C++ where you can spawn in some elements and watch them interact with each other.

Link: <https://github.com/Mehdi-Saleh/sandbox-engine>

Outcast Messiah - Developer and Game Designer

February 2025

This game was made for the IAUM(Islamic Azad University of Mashhad)'s first game jam and achieved the **2nd Place** for the best game overall. It features turn-based combat with challenging levels.

Link: <https://mehdithelord.itch.io/outcast-messiah>

RECTAZONE - Main Programmer

For: FanTop / RECTAZONE

December 2024

A set of different games made to be played on RECTAZONE tiles. There are many different games ranging from the fast paced Zone and the thrilling Duel to super chill Gather game modes.

Link: rectazone.com

Asset Manager - Personal Project

April 2024

A tag based asset manager for browsing asset files more easily. You can filter assets by name, tag, type, license, etc.

Link: <https://github.com/Mehdi-Saleh/Asset-Manager>

Favorite Games

Fallout: New Vegas

Terraria

The Binding of Isaac