# MOHAMMAD AGHAEI

## FRONT-END DEVELOPER

- Started my game dev journey in 2019
- I have worked with Unity, and Unreal Engine 5.
- One year experience as a game designer
- Started learning front-end dev from 2023
- Working as a front-end developer in Bytepute from 2024

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in My Linkedin

## SKILLS

- React
- Next.js
- JavaScript
- TypeScript
- Tailwind
- Project Management
- Figma
- Agile Methodologies

## LANGUAGE

Persian (Native or Bilingual)

English (Professional Working)

## EXPERIENCE

### FRONT-END DEVELOPER

Bytepute

August 2024 - Jan 2025 (6 months)

- Developing user interfaces using React and Next.js.
- Collaborating with remote teams to implement responsive web designs.
- Integrating APIs and implementing dynamic front-end features.

### BOOK SELLER

Cheshmeh Publication

April 2024 - October 2024 (7 months)

- Managed book inventories
- Managed store
- Reviewing books
- Participate in book intro videoes

### INDIE GAME DEVELOPER

52 Hertz Mind

July 2019 - July 2023 (4 years 1 month)

- Learned different aspects of game development
- Worked with Unity and Unreal Engine

### GAME DESIGNER

Nouranium

January 2022 - March 2023 (1 year 3 months)

- Worked on 13 Hyper-casual & Arcade-idle game ideas
- Managed projects, wrote and prioritized tasks in Notion
- Designed and presented ideas
- Daily Analyzed game market in AppMaginc & SensorTower
- QA tested games and documented bugs and issues

### GRAPHIC DESIGNER & CONTENT MANAGER

CurlFans

May 2021 - January 2022 (9 months)

- Managed and wrote content
- Designed banners and graphic elements