

# Nikzad Zahedi

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## SUMMARY

Four years experience in programming, Two years experience in game development, and Unity game engine. Strong communication skills, ability to obtain necessary requirements to define the next steps, and provide recommendations. Communicative, open-minded, positive person, quickly adapting to new environments, new technologies, and facing new challenges.

## EXPERIENCE

### **Freelance**, Toronto, Canada — *Indie Game developer*

March 2019 - now

- Writing C# scripts using Visual Studio.
- Design and extracting 3D objects from Blender.
- Gameplay design.
- Assets implementation.
- Sound management.
- Level design.
- Quality assurance.
- UI and effects design.
- Native plugin integration.

## EDUCATION

### **Seneca College**, Toronto, Canada — *Computer Programming*

Candidate for fall 2021

### **Northview Heights Secondary School**, Toronto, Canada — *High School Diploma*

February 2020 - January 2021

Computer Science related courses:

- Introduction to Computer Science, Grade 11, University Preparation - ICS3U. Overall Grade: 84/100
- Introduction to Computer Science, Grade 12, University Preparation - ICS4U. Overall Grade: 88/100

## HIGHLIGHTS AND SKILLS

Expert in Unity3d engine. Wide experience in using third parties Unity SDKs.

Clean coding with the best practices of OOP and design patterns.

Knowledge in data structures, algorithms, and computer graphics.

Immense game development and programming background with experience in game design.

Experience in creating and importing art assets with Blender and Adobe Photoshop.

Well-experienced with game optimization and quality assurance.

LANGUAGES: Excellent C#, C++, Java SE 8, SQL Python programming skills.

IDE: Visual Studio Code, Visual Studio 2019, NetBeans 12.0, IntelliJ IDEA 2020.1.4, Android Studio 4.0, Eclipse 4.10, MonoDevelop, XCode.

SOFTWARES: Adobe Photoshop 2019, Adobe Illustrator 2019, Adobe Flash Professional CC 2015, Microsoft Office, Blender 2.92.0, Unity Game engine 2018.4.35f1-2021.1.9f1.

## CERTIFICATES

SQL Server2016 Database Development certificate

Java SE 8 programming certificate

## PROJECTS

### **Crazy Ball**— *2D Android hyper-casual game*

Developed in Unity game engine.

Published on Google Play published on December 2019: [Crazy Ball-Raise Up the Ball - Apps on Google Play](#)

### **Sky Fall**— *2D Android hyper-casual game*

Developed in Unity game engine.

Published on Google Play on December 2019: [SKY FALL - Launcher Man - Mr jump - Apps on Google Play](#)

### **Bubble Shooter 2020**— *2D Android hyper-casual game*

Developed in Unity game engine.

Published on Google Play on November 2019: [Bubble Shooter 2020 - Apps on Google Play](#)