

Sepehr Razmyar

UNITY GAME PROGRAMMER

Tehran, Iran

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Summary

Unity programmer. BS in Computer Engineering in progress. Skilled in Unity & C#. Strong knowledge on design patterns, principles & best practices.

Skills

Programming	C#, C++, C, Python, Bash scripting, Writing clean, reuseable & readable code
Parallel Programming	Compute Shaders, CUDA, OpenMP, Intel SIMD
Testing	Unit testing, Mocking
Networking	Wireshark, GNS3, Encryption, Network protocols, OpenVPN, Squid Proxy
Artificial Intelligence	Reinforcement Learning, Neural Networks & Deep Learning
Tools	Git, Version control
Mathematics	University level math, 3D mathematics
Problem Solving	Algorithms, Data structures, Bit masking
Microcontrollers	Experience with embedded systems design using the Arduino programming environment


Work Experience

Pars Cog, University of Tehran

UNITY GAME DEVELOPER

Tehran, Iran

Jul. 2021 - Feb. 2022

- Currently performing as Software Architect & Unity Developer developing & architecting game components
- Developed 2D & 3D Corsi Block for visual/auditory memory improvement 

Amytis Games

UNITY GAME DEVELOPER INTERN

Tehran, Iran

Jul. 2019 - Sep. 2019

- Programmed an configurable 2D enemy AI with animations
- Improved their path system from waypoint based to Bezier spline by implementing an editor tool which you can edit the spline in scene view
- Programmed a matchmaking system using Photon Networking
- Programmed camera control for a mobile game

Projects

For more projects, please visit my itch.io page.

Haft Peykar's Turquoise Dome

SOLO UNITY DEVELOPER

Tehran, Iran

Jul. 2021

- [Haft Peykar](#) is a romantic epic by Persian poet Nizami Ganjavi written in 1197, in this project we can see Turquoise dome
- Responsible for shaders, particles, level design & scripts

S.P.H.E.R.E

SOLO UNITY DEVELOPER

Tehran, Iran

Jun. 2021

- Based on Trials Evolution's mini game, this game was developed to represent our Xbox Remote Controller

A Man Looking for His Organs - Global Game Jam 2020

SOLO UNITY DEVELOPER

Tehran, Iran

Feb. 2020

- 2D platformer game developed in 48 hours, with theme of "Repair"
- The player has to fight enemies, gather his organs & shoot his way out

Prince of Persia's rewind mechanic

SOLO UNITY DEVELOPER

Tehran, Iran

Jul. 2019

- A 3rd person game which you can rewind time like Prince of Persia

Pacman using A* algorithm

SOLO UNITY DEVELOPER

- Pacman game where each ghost has different strategy
- Ghosts use A* algorithm to track Pacman

Qazvin, Iran

Jul. 2019

Tank Trouble using PyGame

SOLO PROGRAMMER & ARTIST

- Tank Trouble clone developed using PyGame
- Supports multiplayer, Xbox & PS4 controllers
- Implement horde (survival) mode with waypoint based AI
- Implement shotgun, big ball & shield power up

Tehran, Iran

Jan. 2018

Nerf Gun as a VR Gun Controller

SOLO PROGRAMMER

- Turned a Nerf gun to a gun controller for PC, Xbox, PS4 games which acts as a mouse & keyboard using Arduino
- Pull the trigger in real life, it'll shoot in game
- Reload in real life, it'll reload in game
- Use the buttons & thumb stick to walk, jump, interact etc.
- Works on every FPS game
- Melee in real life, it'll melee in game, check the video for more details

Tehran, Iran

Jul. 2021

Legend of Bounca - CPS course project

ANDROID PROGRAMMER

- A physics based ball which bounces based on Android device's gyroscope or gravity sensor
- Responsible for developing & architecting game components
- Implementing physics & collision from scratch

Tehran, Iran

Apr. 2021

Xbox Remote Controller

SERVER SIDE & ANDROID PROGRAMMER

- Your Android device can act as an Xbox controller
- Support multiplayer, up to 4 players, useful for when you're short on controllers
- Support multiple layouts for different games, e.g., gyroscope layout for driving games
- Supports Unity games & every game that supports Xbox controller

Tehran, Iran

Jun. 2021

Education

University of Tehran

Tehran, Iran




BACHELOR OF COMPUTER ENGINEERING

Sep. 2017 - Jun. 2022(Expected

Graduation)

- Studying at Electrical Computer Engineering Faculty of University of Tehran
- Overall GPA: 3.86 / 4 (18.61 / 20)
- Thesis project: Developing cognitive games for visual/auditory memory improvement of children & elders - Supervisor: Prof. Hadi(Manouchehr) Moradi

Honors & Certifications

- | | | |
|------|--|--------------------------|
| 2021 | Certificate of Core Interaction Programming part of Unity Certified Programmer Exam Preparation Specialization,  | Coursera |
| 2021 | Certificate of Neural Networks and Deep Learning,  | Coursera |
| 2022 | Certificate of Reinforcement Learning Specialization,  | Coursera |

Soft Skills

Hard working

Team working

Continuous learning

Commitment

Responsible

Time management

Languages

English Professional working proficiency

Persian Native or bilingual proficiency

Portfolio

[Online portfolio](#) with the comprehensive details about the projects and my works are available online