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. I'm interested in Game AI, therefore I took some graduate Reinforcement Learning courses. For more projects please visit my itch.io or portfolio.

Skills

Programming	**C#, Python**, C++, C, Bash scripting, **Writing clean, reuseable & readable code**
Parallel Programming	Compute Shaders, CUDA, OpenMP, Intel SIMD
Testing	Unit testing, Mocking
Networking	**REST API, Photon**, Encryption, Network protocols, Wireshark
Artificial Intelligence	Reinforcement Learning, Neural Networks, Deep Learning & Unity ML Agents
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   *Tehran, Iran*

LEAD PROGRAMMER, UNITY GAME DEVELOPER   *Jul. 2021 - Feb. 2022*

- Performed as Software Architect & Unity Developer developing & architecting game components
- **Developed 2D & 3D Corsi Block for visual/auditory memory improvement** of children & elders ⌐
- **Led a junior programmer** to develop a Dementia assessment game

Amytis Games   *Tehran, Iran*

UNITY GAME DEVELOPER INTERN   *Jul. 2019 - Sep. 2019*

- Programmed a 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 the scene view
- **Programmed a matchmaking system using Photon Networking**
- Programmed camera control for a mobile game

Projects

Super Crash UFOs (72h Game Jam) ⌐ *Remote USA, England, Iran*

LEAD PROGRAMMER   *Oct. 2021*

- Programmed UFO's movement, abduction, dropping...
- Designed UFO's power up base architecture
- Programmed power ups such as Black Hole, Shield &, Boost
- **Implemented local multiplayer logic** using Unity's New Input System
- Used math to create smooth abduction animation
- Responsible for the Portal (drop zone) & its shader & particles

S.P.H.E.R.E ▶   *Tehran, Iran*

SOLO UNITY DEVELOPER   *Jun. 2021*

- Based on Trials Evolution's mini game, this game was developed to represent our Xbox Remote Controller
- Programmed ball's movement & behavior
- Programmed custom occlusion to segment levels into zones for optimization
- Programmed dynamic obstacles & steams

Prince of Persia's rewind mechanic ⌐ | ▶   *Tehran, Iran*

SOLO UNITY DEVELOPER   *Jul. 2019*

- A 3rd person game which you can rewind time like Prince of Persia
- Programmed rewinding time mechanic & visuals effects
- Programmed character movement
- Used Blend Trees for movement animations

A Man Looking for His Organs ⌐   *Tehran, Iran*

SOLO UNITY DEVELOPER   *Feb. 2020*

- 2D platformer game developed in 48 hours for Global Game Jam 2020, with theme of "Repair"
- The player has to fight enemies, gather his organs & shoot his way out
- Programmed player & AI behavior
- Used Object Pooling for bullets to optimze the game

Haft Peykar's Turquoise Dome ▶ *Tehran, Iran*

SOLO UNITY DEVELOPER *Jul. 2021*

- Responsible for shaders, particles, level design & scripts

Xbox Remote Controller ▶ ○ *Tehran, Iran*

SERVER SIDE & ANDROID PROGRAMMER *Jun. 2021*

- 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

Tank Trouble using PyGame ▶ *Tehran, Iran*

SOLO PROGRAMMER & ARTIST *Jan. 2018*

- 2D game developed using PyGame(Python)
- Supports **local multiplayer** & supports Xbox & PS4 controllers
- Implemented horde (survival) mode with waypoint based AIs
- Implemented shotgun, big ball & shield power up

Pacman using A* algorithm ⬀ | ▶ *Qazvin, Iran*

SOLO UNITY DEVELOPER *Jul. 2019*

- Pacman game were each ghost has different strategy
- Programmed ghosts to use A* for pathfinding

Nerf Gun as a VR Gun Contoller ▶ *Tehran, Iran*

SOLO PROGRAMMER *Jul. 2021*

- 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

Ballz clone using SDL *Tehran, Iran*

SOLO PROGRAMMER & ARTIST *Apr. 2018*

- 2D game developed using C++ & SDL for Advanced Programming course
- Added explosion, bricks cracking & creating dust and magnet pulling animation for balls to unify

Education

University of Tehran *Tehran, Iran*

BACHELOR OF COMPUTER ENGINEERING *Sep. 2017 - Jun. 2022*

- 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

Certifications

2022	**Reinforcement Learning Specialization** ⬀	*Coursera*
2022	**Structuring Machine Learning Projects** ⬀	*Coursera*
2021	**Core Interaction Programming part of Unity Certified Programmer Exam Preparation Specialization** ⬀	*Coursera*
2021	**Neural Networks and Deep Learning** ⬀	*Coursera*
2021	**Improving Deep Neural Networks: Hyperparameter Tuning, Regularization and Optimization** ⬀	*Coursera*

Honors & Awards

2022	**Finalist,** for the Best Undergraduate Project Award ⬀	*University of Tehran*
2022	**Ranked 11th,** out of approximately 105 undergraduate students in Computer Engineering	*University of Tehran*
2017	**Ranked 810th,** out of more than 146000 participants in Nationwide Universities Entrance Exam (B.Sc.)	*Mashhad, Iran*

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 additional details about the projects and my works are available online