

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, reusable & readable code
Parallel Programming	Compute Shaders, CUDA, OpenMP, Intel SIMD
Artificial Intelligence	Unity ML Agents, Reinforcement Learning, Neural Networks, Deep Learning
Networking	REST API, Photon, Encryption, Network protocols, Wireshark
Testing	Unit testing, Mocking
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

Dionic Software

Munich, Germany (Remote)

GAME PROGRAMMER ON *Founders' Fortune*, FULL-TIME

May, 2022 - Present

- Responsible for maintaining and implementing new gameplay features for *Founders' Fortune*
- TBD

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

S.P.H.E.R.E [YouTube](#)

Tehran, Iran

LEAD PROGRAMMER

Oct. 2021

SOLO UNITY DEVELOPER

Jun. 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
- 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

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

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

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 optimize the game

Pacman using A* algorithm

Qazvin, Iran

SOLO UNITY DEVELOPER

Jul. 2019

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

Nerf Gun as a VR Gun Controller

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

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