Pedram Fatahi

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Languages

- English (intermediate)
- persian (fluent)
- Kurdish (Native)

Skills & Tools

Unity

- C# Script
- object oriented programming
- Math and Physic
- Optimization
- Animation
- Audio
- build for Android and IOS

Web Developing

- Laravel
- relation Database
- HTML/CSS/Bootstrap

other

- Git hub
- Chat_GPT

About Me

I am a professional and motivated person who is very interested in games and making games. My university field is mechanical engineering and I have worked with C and MATLAB during my studies. After graduation, I started learning programming in game development. I am trying to learn topics related to computer science from university classes. I also try to keep myself updated with new concepts and tools. I am responsible and organized in group work and I try to accept new ideas.

Job Experience

- **Unity game developer**

  2021 - up to now

  - **fullstack developer in contracting out project**
    - **client game**
      - game play development
      - Work with API to Get and manage data like picture and gif
      - using the video player component to stream from local and server on game object
      - AI for crowd system using the nav mesh
      - localization the game
      - creating UI and menu structure
      - the quests in game and generate the quests
    - **server game**
      - Admin website to CRUD operating the data of game dialogue data and picture and gif etc.

  - **development at SHOFER**
    - work on multiplayer part game play and lobby and match player
    - lobby and garage online
    - rebuild the chat in lobby
    - working on local notification & save screenshot on mobile gallery & localization
    - add tapsell package for ads
    - update and upload the google play and bazar games

  - Add tapsell for advertisement and unity package for IAP and game analytics package and upload on google play and bazar for this list games
    - tube spin
    - stop the lock
    - wavy trip
    - pirate
    - snake vs pipe
    - hawraz
    - downcube
    - slope jump
    - tunnel jumper
    - Game Stars

- **Simoto Group**

  junior unity game developer

  2020 - 2021

Development of software for the arcade device

show the score and animation on screen and play change able sound and get input harvard like arduino

- 4 Player BasketBall Arcade
- 2 Player BasketBall Arcade
- 4 Player HandBall Arcade
- boxing Arcade

Education

Accelerator of game developing in ZhooriMaang
Unity and 3D Max

Bachelor of Mechanical Engineering
University of Tabriz

Graduated: September 2019