Pedram Fatahi

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Languages

English – Intermediate

Persian – Fluent

Kurdish – Native

Skills

Unity (C#, Animation, Audio, Optimization)

ASP.NET Core

HTML / CSS / Bootstrap

Git & Version Control

CI/CD & Agile Practices

Clean Code Principles

About Me

I'm a passionate **game developer** who loves turning ideas into fun, interactive experiences. I started working with **Unity** a few years ago and quickly discovered how much I enjoy building casual and online multiplayer games — especially when it comes to connecting gameplay with backend systems.

Recently, I've been expanding my skills in **ASP.NET Core** and exploring how **AI technologies** can be used to improve player engagement and personalization in games. Even during my **military service**, I've continued to learn, code, and stay active in the game development community.

I believe in clean code, continuous improvement, and following best practices in **Agile development** and **CI/CD pipelines**. For me, building games isn't just a job — it's a creative process that combines art, logic, and storytelling.
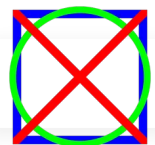
My Games

RapidRoll

Math Marathon

Avide Smoking

R_P_S

Experience

- ## Military Service

  May 2024 – Present

  Currently fulfilling mandatory military service in the Law Enforcement Force of the Islamic Republic of Iran, expected to complete by November 2025.

  Maintaining self-learning in programming and Unity development during service period.

- ## ZhooriMaang

  unity game developer

  2021 - May 2024

  - ### 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 Development – ZhooriMaang

Unity & 3D Max specialization

Bachelor of Mechanical Engineering – University of Tabriz

Graduated: September 2019