Riad Valiyev

Date of birth: 22/04/2006 | **Phone:** (+994) 556670842 (Home) | **Email:** potterhappy55@gmail.com

EDUCATION AND TRAINING

15/09/2023 – CURRENT Baku, Azerbaijan
BACHELOR IN COMPUTER ENGINEERING Baku Engineering University

PROJECTS

10/04/2025 – 13/04/2025
Rhythm of The Rain

- Built a rhythm-based game using Unity and C#, implementing input pattern recognition.
- Developed custom gameplay mechanics using object-oriented design principles.
- Focused on responsive UI and logic-driven level progression.

Link https://pixelnodesstudio.itch.io/rhythm-of-the-rain

11/2024 – CURRENT
Simurq

Currently developing core systems including inventory UI, charm mechanics, and weapon switching.
Building gameplay architecture with modular, object-oriented C# code in Unity.
Collaborating with a small development team using Git for version control.
Project received early recognition and a $10,000 award from Innovation and Digital Development Agency

Link https://www.linkedin.com/posts/iddaazerbaijan_oyunsaldnayesi-yerlioyunlar-gamepons-activity-7326541861853028352-Jtne/?utm_source=share&utm_medium=member_desktop&rcm=ACoAACQirw4BeLWBhUQBow150nWzx5UDasDvLVI

WORK EXPERIENCE

🏢 **PIXELNODES** – AZERBAIJAN

GAME DEVELOPER

Collaborating in a team to design and implement game mechanics, level systems, and UI elements.
Participating in weekly team sync-ups, sprint planning, and feature reviews.
Contributed to multiple Unity-based projects including *Simurq* (2D Metroidvania with $10K funding).