Sina Karimi

Software Engineer

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Experience

MEDRICK GAME STUDIO | Software Engineer
Feb 2023 – Apr 2023 | Tehran, Iran

→ **Internship (Nov 2023 – Feb 2024):** Created clones of popular games such as MegaCube and LightBot, including the development of Cube Blast.
→ **Junior Package Developer (Apr 2023 – Mar 2024):** Contributed as a client-side developer, packaging game features for titles like Penny's Garden and Golly's garden.
→ **Junior Unity Developer (Mar 2024 – Sep 2024):** Collaborated on the About Golly and Penny's Garden teams, implementing innovative features like clan systems and save functionality. Focused on improving player engagement and game success.
→ **Mid-Level Unity Developer:** Architected and built a save system and analytics tools to optimize game performance and player insights. Utilized Unity Addressables for enhanced asset management and scalability.

MINIA | Software Engineer
Jul 2022 – current | Tehran, Iran

→ Joined as a Software Engineer and Co-Founder, engaging in both technical and managerial tasks for the company.
→ Engineered and deployed an authentication system and product management module using Django to ensure efficient and secure user workflows.
→ Developed an interactive educational game for children using Unity, combining playful and age-appropriate content.
→ Contributed to system architecture and development, ensuring scalability and maintainability across multiple projects.

SALAM SCHOOLS | Teacher
Jun 2022 – Sep 2022 | Tehran, Iran

→ Led game development courses at Salam Tajrish, Salam Farjam, and Salam Zeynoddin Schools, mentoring students in game design and programming fundamentals.

VORNAGAMES | Junior unity Developer
Jul 2021 – Dec 2021 | Tehran, Iran

→ Designed and programmed a stick-and-colored-ball game as part of the development team at VornaGames.
→ Engineered core gameplay mechanics, ensuring smooth and engaging player interactions.
→ Integrated third-party SDKs, including Game Analytics, for data tracking and performance insights.

Skills

PROGRAMMING

Proficient:
C#
Experienced:
Go

Familiar:
C++ • Python • Shell

LIBRARIES/FRAMEWORKS

Gorm • Fiber • Django

GAME ENGINE/TOOLS

Unity • Git • • Docker

Education

AZADUNIVERSITY
Bachelor's in Computer Engineering
Central Tehran Branch
2019 - 2024

ALLAME HELLI 2
Math Physics
2016 -2019
National Organization for Development of Exceptional Talents (Sampad)

PROJECTS

TRAVEL TO SHARMINIA   Unity | C# | Python - Django
➜ Sharminia was developed as an engaging platform for children to have fun and boost their brainpower.

GOLLY'S GARDEN   Unity | C#
➜ Puzzle, garden decoration, comedy-romance story …. And all the other things that you will experience here with Golly and all the other characters.

PENNY'S GARDEN   Unity | C#
➜ Foreign version of Golly's garden

SHOOTER-CYLINDER   Unity | C#
➜ In this game, the player must try to kill enemies that spawn from various points on the ground and survive for as long as possible.

CUBE-BLAST   Unity | C#
➜ Clone of MegaCube game

COLORED BALL   Unity | C#
➜ Swipe to shoot balls and earn coins to upgrade your cannon.

STICK   Unity | C#
➜ You have to cross a forest in the role of a rabbit and you should not hit stone obstacles. The farther you go, the higher your score. You will unlock more playing fields and other characters as you travel further. In this game, you can take the blue powers and activate the power of destroying obstacles for yourself to make the route easier.

HOMEHIVECRAWLER | Go
➜ HomeHive Crawler is an advanced real estate data scraping and filtering tool designed to streamline the process of discovering, managing, and analyzing property listings. With a focus on efficiency and scalability, this project serves as a foundation for building data-driven real estate platforms.