

EMAIL: [ariyabayat788@gmail.com](mailto:ariyabayat788@gmail.com)

PORTFOLIO: <https://shadyleegamer.github.io/>

# Ariya Bayat

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## SKILLS

C#, Unity, Git, Firebase, Visual Studio, JavaScript, HTML, Python, Java, Photon

## PROJECTS

### “Speedy Game”

MONTH 20XX – PRESENT

Recently published a fast-paced runner game on Steam, with the help of my sister (artist) for designing and animating the player. The game features complex gravity-bending physics with open levels and mechanics that encourages fast-paced gameplay.

- Implemented raycast and engine physics character controller for smooth high-speed platforming.
- Pushing splines to limits with custom extension for Unity’s sprite shape API for usage of splines, breaking them down into segments and points for full control. Splines are used for world building, character movement on rails and walls.
- Created level editor tools, including a collider snapping feature for precise spike and launchpad placement on surfaces.
- Enhanced player experience with input assist system including input buffering, obstacle miss assist, and dash distance extension. Inspired by Celeste’s assist system.
- Online multiplayer system built with Photon.

### Okainos – Programmer

MONTH 20XX – PRESENT

Joined an artist to help with making an online multiplayer card game inspired by Hearthstone. I introduced technologies for

- Rest API
- Website development with HTML and JavaScript
- Website and server management on Firebase

### Game Jams – Programmer/Lead programmer

- Collaborated with teams on lots of game jams!  
<https://shadyleegamer.itch.io/>
- Used Github for managing the projects
- Worked with other programmers
- Systems implemented As programmer:

### “Quarantine Survival Game”

MONTH 20XX – PRESENT

Made and published a silly game on Google Play during BTEC course and quarantine about surviving the lockdown, collecting toilet papers and shooting soap at the infected!

### **Tap Fever, First published game**

MONTH 2015 – SEPT 2017

Published my first arcade mobile game on Google Play at the age of 14.

## **EDUCATION**

### **Walworth Academy** – *BTEC National Extended Diploma in Information Technology*

MONTH 20XX – AUG 2021, Shorncliffe RD, London

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Units included:

- Computer Games Development
- Mobile Apps Development (rapid prototyping)
- Using Social Media in Game Studio Business (made a website with presence on social media use key words from this unit)  
<https://ariyabayat788.wixsite.com/retrofullgames>
- Website Development (HTML & Adobe Dreamweaver)

## **WORK EXPERIENCE**

### **Company Name, Location** – *Job Title*

MONTH 20XX – PRESENT

- Lorem ipsum dolor sit amet, consectetur adipiscing elit.
- Aenean ac interdum nisi. Sed in consequat mi.
- Sed in consequat mi, sed pulvinar lacinia felis eu finibus.

## **HOBBIES**

- Making music
- Sculpting
- Dancing
- Movies and anime