

Shayan Zamiri

Gameplay Programmer

Portfolio: <https://shayan-zamiri.github.io>

Contact: [Github](#) | [Email](#) | [Twitter](#) | [Linkedin](#)

Summary

UE4/C++ programmer with three years of experience working in my indie game studio. I can solve technical and mathematical problems and by using my knowledge of software and hardware, I try to create optimized and satisfying features with good architecture.

Skills

- . **C++** (proficiency)
- . **Unreal Engine** (proficiency)
- . **Gameplay Programming** (proficiency)
- . **Object Oriented Programming** (proficiency)
- . **Git** (proficiency)
- . **Data Structures and Algorithms** (proficiency)
- . **Mathematics** (proficiency)
- . **Optimization and Profiling** (experienced)
- . **C#/Unity** (experienced)
- . **Design Patterns** (familiarity)
- . **Game Engine Architecture** (familiarity)
- . **Data Oriented Programming** (familiarity)
- . **OpenGL** (familiarity)

Work History

- . **UE4/C++ Programmer at Cybersoul Studio** (2020-2022)

Worked on a few projects in the pre-production phase. Implemented various features like Inventory System, AI, Procedural Generation, etc. I learnt team management, concept and pre-production phase.

- . **Unity/C# Programmer at Cybersoul Studio** (2019-2020)

Worked on a casual mobile game in Growth Center of National Game Development Foundation of Iran, and the game was published in a local android store.

Education

- . **Computer Science Bachelor** at University of Science and Culture (2019-Present)
- . **Mathematics and Physics Diploma** at Hafez High School (2016 - 2019)

Educational Achievements and Honors

Selected as a qualified person at the first stage of **Iranian National Mathematics Olympiad** - 2018

Selected as a qualified person at the first stage of **Iranian National Astronomy Olympiad** - 2017,2018

Selected as a qualified person at the first stage of **Iranian National Physics Olympiad** - 2017,2018

Selected as a top rated person at **Khwarizmi Youth Award** - 2016

Other

- . [Global Game Jam 2020 attendance](#)