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GitHub repository
GitHub pages

ABOUT ME

My name is Arian Najafi Yamchelo, and I am from Iran. My family and I have migrated to Melbourne, Australia 10 years ago. I did graduate from high school in Iran before moving out. Considering English is my second language (I speak Farsi and Turkish), I had to study a couple of certificates in spoken and written English upon arrival in Australia. Besides that, I have completed a Certificate IV in programming. Also attempted a Diploma of Software Development however I had to withdraw due to an unfortunate medical condition.

When I have the time, I like to play video games and workout at my local gym. being an animal lover, I have got three pet dogs named Sunny, Heeva (German Shepherds) and Teddy (Samoyed) plus one pet cat named Barfi (Persian Cat).

An interesting fact about me; As a kid growing up my passion was always to become a truck driver, not so much of a passion anymore however, it is still my interest.

MY INTREST IN INFORMATION TECHNOLOGY

I am interested in game development and I always wanted to work with popular gaming studios and hopefully, one day have my game studio to create AAA games for different gaming platforms. Besides, I am passionate about HTML and CSS.

My oldest brother is a computer hardware engineer and I've been grown up seeing all kinds of different technology and computers. I used to play games with his personal computer when he is not around. For me installing a game and playing it meant all the world especially when I could install a game without getting a random error.

The first laptop I have received was from my brother for my birthday. it was his old MacBook Pro 2006 model. This was the first personal computer that I owned. With it, I started a weblog in a blogging platform (which cease to exist) about WWE (World Wrestling Entertainment) and had roughly 500 views daily. There were a template selector and template code editor built into the platform. It allowed the users to change any part of the template using the code editor. I did change the colour and font of the template and found it compelling to change or add a piece of code and see the result. I started researching how to make more changes to make my weblog more appealing and I did. Every day I spent the majority of my time playing around with the code and that affected my grades in school though I learned a lot and have no regrets.

RMIT

Coding is my passion therefore I always wanted to pursue my passion as a software developer more specifically a game developer, thus I started looking for places to start my study and researching about universities and colleges that would let me study Information Technology. Often responsibilities and commitments didn't allow me to study full time or even part-time in university. Consequently, I found out about RMIT offering a Bachelor of IT, and I didn't want to lose the chance to study in one of the best universities in Melbourne, so I had to enrol.

IDEAL JOB

[Senior game designer](#)

Senior Game Designer

Electronic Arts – Melbourne VIC

🕐 Permanent

29 days ago, from Electronic Arts EA

Game Designer II

Electronic Arts' Firemonkeys Studio in Melbourne, Australia is highly regarded throughout the industry as a leading mobile game studio. We release new meaningful updates on a regular basis for games such as Real Racing 3, The Sims FreePlay, Need for Speed, and The Sims Mobile.

We are looking for an experienced Game Designer II to help design and implement new content and game features. This is a mid-level role for a Game Designer with 5-6 + years of experience looking for a role where they can develop their mobile game design skills and mentor junior designers in the team. The ideal candidate will have proven substantial experience designing and balancing compelling content on live mobile games!

Key Responsibilities

- Deliver on the game vision as set by the Creative Director and Product Owners
- Create innovative and engaging content and features
- Maintain accurate documentation of design solutions
- Work with development team to ensure content and features are delivered to the highest quality
- Tune content at appropriate levels for all our players
- Balance game economies for accessibility, engagement, and monetization
- Remain current on industry design trends

Skills and Experience

- 5-6+ years of experience in mobile game design
- Demonstrable content creation skills
- Bachelor Degree or equivalent in relevant field
- Experience iterating on live features based on player feedback and telemetry data

DESCRIPTION

-       Electronic Arts' mobile game studio in Melbourne seeking an experienced senior game designer, specifically game designer II with 5-6+ years of experience. The role includes developing the mobile game design and mentoring junior designers in the team. The ideal candidate will have proven experience designing and compelling content for mobile games.

-       What makes this position appealing to me is that the work involves all the different games that they have developed on the app store and google play store. Designing and Updating the games with new content and mentoring junior designers in the team to learn more and thrive in the industry.

SKILLS NEEDED

- 5-6+ years of experience is a must.
- The ideal candidate should be able to demonstrate content creation skills.
- Bachelor's degree or equivalent of a bachelor is required.
- Experience working on live mobile games based on player feedback and telemetry data

SKILLS I HAVE

- No experience as a professional game developer.
- Beginner self-taught game developer (Unity Engine).
- Certificate IV in programming.
- Basic knowledge of developing and designing 2D games.

PLAN

QUALIFICATION:

I will have the qualification required for the job on the condition of graduating from RMIT University.

SKILLS:

Learning about the gaming industry and how to develop games on any platform especially using Unity Engine which is one the most popular platforms to develop mobile games. Acquiring more knowledge about 3D games, 2D games, animations, 3D animations and Art production as well as having the technical knowledge to build a professional portfolio to acquire the skill prescribed for the job.

EXPERIENCE:

Gaining the experience needed for the job is possible by contributing to different projects and games using GitHub as well as working as a junior game developer to create a strong curriculum vitae.
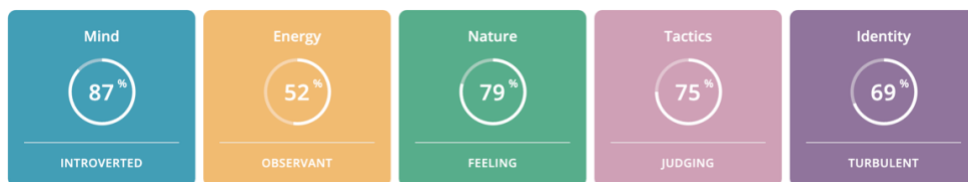
16PERSONALITIES.COM

Hi, Arian!

TYPE:	Turbulent Defender	?
CODE:	ISFJ-T	?
ROLE:	Sentinel	?
STRATEGY:	Constant Improvement	?

| Mind	Energy	Nature	Tactics	Identity
87%	52%	79%	75%	69%
INTROVERTED	OBSERVANT	FEELING	JUDGING	TURBULENT

✿ Customize

The results reflect who I am fairly well, I prefer solitary activities and tend to be quiet and listen more. I am more of an observant individual and highly practical in gathering information from the world around me. Emotionally expressive and sensitive feelings and empathic. Highly organised and value clarity.

Learning styles pie chart

- ● Reflector style
- ● Theorist style
- ● Pragmatist style

35.5%
18.8%
45.7%
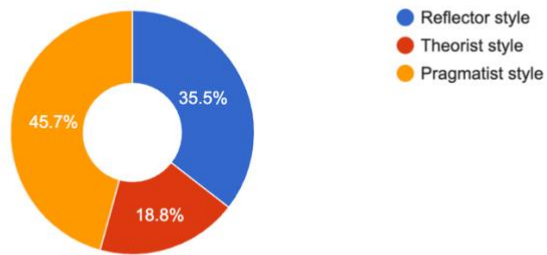
Learning Styles Quiz
EMTRAIN WP 8 Learning and teaching concepts and methodology

Arian Najafi Yamchelo

Learning style	match	%
Pragmatist style	0.429	
Reflector style	0.333	
Theorist style	0.176	

I am mostly a pragmatist learner. I prefer learning through case studies and practical real-world examples. Also having a discussion about a problem and problem solving, experimenting and trying out new ideas help me understand and learn more efficiently. Although most of the points mentioned in my learning style test reflect on how I learn properly, I don't lose my patience during lengthy discussions.

Results summary

Your results from the IPIP Big Five Factor Markers are in the table below. The table contains a raw score and also a percentile, what percent of other people who have taken this test that you score higher than.

Factor	Factor label	Raw score	Score percentile
I	Extroversion		2
II	Emotional stability		22
III	Agreeableness		62
IV	Conscientiousness		95
V	Intellect/Imagination		34

Big five personality trait scores calculated by openpsychometrics.org

STRENGTHS

- Friendly and optimistic
- Careful and diligent
- Openness to experience

WEAKNESSES

- Introvert
- Negative emotionally

TEAM COMPOSITION

I am friendly with a high agreeableness attitude resulting in less critical and aggressive conflicts, which in my opinion is the most important factor while working as a team to be able to agree upon conflicts, therefore finding the best solution to deal with it. Using my ability as a good team player and being able to work with different kinds of personalities will help me sort a cohesive and motivated team.

PROJECT IDEA

SIDE SCROLLER 2D GAME

PROJECT OVERVIEW

This project is a 2D side scroller, a single level game developed using Unity Engine.

The game will move from left to right of the screen. The playable character will stay in the middle of the screen at all times while the background keeps moving. The view of the camera is a side view of the world and the main character. This game will feature the main playable character that can run, jump and avoid dangers (enemies etc.).

It will consist of one level, and the player will receive a message upon completion congratulating them.

MOTIVATION

The gaming industry is one of the biggest and most exciting industries in IT. Not so much for a 2D game anymore but it is a starting point for me. Developing a game although as simple as a 2D side scroller game excites me and motivates me at the same time.

PROJECTS DESCRIPTION

The game is a 2D side scroller, single-level game. Featuring a main character that will remain in the middle of the screen while the background will move backwards or forward, creating an illusion that the character is moving forward or backwards.

The level is a platformer design meaning the playable character is only allowed to walk or jump on the platforms otherwise, it is going to fall, and the game will restart.

Each part of the level will have a unique design, challenges to overcome and will get more challenging as the players get closer to the end of the level therefore keeping the player engaged and motivated.

Hidden platforms containing special coins will exist for players who like to explore.

Players will have to jump over obstacles and objects placed in the level to finish the level.

The main character can jump over the obstacles and jump on top of enemies to kill them. It also can walk forward and backwards in case of missed coins.

Walking or jumping through the coins will grant every coin that the character touches.

The character can be killed upon touching the enemies or falling off the platform.

Enemies to be placed all over the level in different positions along with the ability to move to the left or right. The appearance of each enemy may vary.

Coins will be placed all over the level especially in hard-to-reach places to challenge the player to try and get every single coin during the level.

The game will restart from the beginning upon deaths for retry.

Upon completing the level acquiring all of the coins, the player will receive a special message.

ANIMATION

Use of animation to give the game more depth and life.

- **The main playable character**: Walking and jumping animation
- **The enemies**: Moving animation
- **Coins**: Rotating animation
- **Background**: Sky and clouds moving as the character moves

SOUND

- Falling off a platform
- Touching an enemy
- Collecting coins
- Completing the level while obtaining all the coins triggers another special sound effect alongside a special message letting the player know they have all the coins.

TECHNICAL SPECIFICATIONS

- **HD video**: The game will support a widescreen 16:9 aspect ratio to fit the entire widescreen picture.
- **Surround sound**: stereo surround sound supported through analogue connection.
- **Multiplayer feature**: Single-player game
- **Portable gaming feature**: not supported
- **Hardware support**: Mobile game
- **Keyboard support**: taking advantage of a keyboard accessory to interact with the game.
- **Direct download release**: Education purpose only

TECHNOLOGY

HARDWARE

Processor: 4.2 GHz Quad-Core Intel Core i7

Memory: 16 GB 2400 MHz DDR4

SOFTWARE:

macOS Big Sur Ver 11.2.3

Unity game engine by Unity technologies Ver. 2019.4.22f1

Visual Studio by Microsoft for Mac Ver 8.9.2.0

Programming language: **C#**

SKILLS

- Ability to install and update unity game engine and visual studio
- Importing 2D assets into unity
- Creating animation and adding physics
- Basic scripting and use of C# programming

OUTCOME

The outcome is a 2D side scroller single-player mobile game. The difficulty will increase as the player progresses to the end of the level. The game consists of one level and hidden platforms for players to discover and collect all of the coins and receive a special message upon completion of the level. The players have to restart the game upon falling off a platform or being hit by an enemy throughout the level. The level consists of obstacles and objects that players have to overcome to be able to finish the level. Each action will have its specific sound effect for instance collecting coin will have a different sound effect than falling off a platform.

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