

Ata Ghaeem Azar

Unity Developer / Programmer

Email: ata.ghayemazar@gmail.com

LinkedIn: [ata-ghaeemazar](#)

Portfolio: [ata_g_a_portfolio](#)

itch.io: [ata_g_a_itch.io](#)

Summary

Passionate gamer and skilled Unity Developer with over 6 years of experience in creating 2D and 3D games, augmented reality (AR) applications, and interactive experiences. Expert in Unity UI, gameplay programming, optimization, and integrating third-party APIs. Proficient in C# and a range of other programming languages, with a strong focus on delivering high-performance games. Adept at collaborating with cross-functional teams to meet project goals. Seeking to contribute to innovative projects in a dynamic development environment.

Experience

4Z Techs - Unity 3D Developer

2023 - 2025

- Developed client-side features for 2 Unity-based games.
- Worked on UI and gameplay side of games with focusing on performance optimization.
- Improved game load time 20% by refactoring the codebase and changing how the game interacts with servers and databases.
- Overhauled game UI with new designs and upgraded gameplay mechanics to enhance player engagement and retention.

North Wind Studio - Unity 3D Developer

2018 - 2020

- Led the development of 3 Unity 3D/2D games from concept to launch.
- Implemented core gameplay programming, UI systems, and integrated third-party APIs for in-app purchases, social features, and analytics.
- Collaborated with a team of artists, designers, and sound engineers to deliver cohesive and engaging gaming experiences.
- Increased the design cycle 30% by creating in-editor tools for designers.

Freelance - Unity 3D Developer

2013 - 2018

- Developed various game prototypes and freelance projects (NDA-protected) using Unity 3D.
- Designed and developed games on freetime including a runner game prototype.

Education

Bachelor of Science, Computer Software Engineering

Languages

English (C1)

Skills

Game Development (Unity):

- 2D/3D Game Development
- Unity UI & Scripting
- Unity Editor Scripting
- DOTS (Data-Oriented Technology Stack)
- AR Development (Augmented Reality)

Programming Languages:

- C# (Unity)
- C++
- PHP
- MySQL
- Java
- Flutter
- ASP.NET

Additional Tools:

- GitHub / Unity Version Control (Version Control)
- Trello / Jira (Project Management)
- Firebase / GameAnalytics (Analytics)
- Figma (UI/UX Design)
- Visual Studio / Visual Studio code
- Microsoft Office Suite

Additional information

- Open to relocate.
- Available for full-time part-time or freelance work.