

A Front-end Engineer with +2 years of experience bringing forth a true passion for design and a knack for problem-solving. Worked on web and mobile games and applications using Unity, C#, HTML, CSS, and JavaScript, *React*, *NextJs*, *React Native*, *Redux*, and backend languages and services like *PHP*, *Laravel*. Committed to responsive design and high-quality deliverables, and capable of using the tools and software like Jenkins, PlayFab, Jira, Git, Perforce, VSC, Jira, Figma to build, test, and deploy a product. Bringing strong communication and team lead skills to the table due to my Hospitality and Business background. Mentoring students in [CS Dojo Vancouver](#) Community.

## PROJECTS

### LevelUp Game

[PLAY](#) | [CODE BASE](#) | [BLOG](#)

A 3D game created on Unity using C#, Unity Physics, Assets, Prefabs, Particle System, and Audio System.

### Hatchways Student Assessment

[LINK](#) | [CODE BASE](#) | [BLOG](#)

This project is done with React & Redux, and represents my knowledge and skills of working with APIs, HTTP protocol and web browsers, manipulating the fetched data and displaying them with the given UI design.

### My Interactive Resume

[LINK](#) | [CODE BASE](#)

This is a web application coded without using any external libraries or frameworks. I coded the entire responsive UI from scratch to challenge my HTML5, CSS3 and ECMAScript coding skills.

## WORK EXPERIENCE

### Frontend Developer (Part-time)

Mar 2024 - Present

#### PIP Empire

- Using React, NextJS, and Tailwind to create reusable UI components from the provided UX/UI design.
- Participating in code reviews, debugging, and completing the technical documentation.

### Frontend Software Engineer

Feb 2024 - Present

#### GoodBot

- Implement an input system to save user data in the database via API calls using React and NextJS.
- Assist the UX design team in redesigning an MVP web application.

### Associate Software Engineer

May 2021 - Aug 2023

#### East Side Games Studio

- Implemented logic to existing components to improve the performance as the User's ID Copy-to-Clipboard feature, the dialog popup calling frequency cooldown, and calling an internal failsafe method automation by checking the backend hit-points.
- Performed pair programming to figure out the architecture of a newly handed Unity project, accepted UX/UI design mock-ups, and developed the UI of the "Delete Account" feature to it by creating new Prefabs.
- Safely integrated new technologies, updated dependencies, and replaced SDKs and third party libraries.
- Removed unwanted components from the UI, and debugged various UI problems like the missing animations, the Audio reset bug and image overlaps.
- Initiated research and conducted usability and play testing to identify the potential areas for player retention improvement. Collected and condensed the data and provided the documentation to the CEO.
- Worked with existing codebase consisting of Asset Bundles, Game Layout and positioning, Game Events, Animation, and Input Systems on Mobile and Steam.

## EDUCATION

### Associate Certificate of Applied Web Development

British Columbia Institute of Technology (BCIT)

### Master of Business Administrations

European University of Yerevan

### Bachelors of Hospitality & Hotel Management

Tehran Institute of Technology