

Atena Razm

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PROFESSIONAL SUMMARY

A Front-end Developer with +2 years of experience.

[My Online Resume](#)

[My Personal Game](#)

WORK EXPERIENCE

East Side Games

05/2022 - 08/2023

Associate Software Engineer

- Accepted UX design mock-ups as input, and used C# on Unity to implement new client features and systems
- Modified required components to manipulate their calling frequency
- Manipulated, updated, and extended existing component and Game Events
- Collaborated with designers, producers, and fellow engineers to develop and enhance game features
- Supported backend engineers in testing deliverables to ensure quality and reliability
- Debugged various UI problems, from overlapped images and missing animations to Audio related bugs
- Implemented / Updated / Removed the SDKs, Ad Monetization tools, and packages like SonarCloud, Kochava, AppLovin Max, IronSource, Google Billing, ...
- Performed pair programming and brainstorming for new features
- Used Jira and APRL, an internal tool, to document agile deliverables, and outline the technical design, software requirements, and guidelines for team members
- Took the initiative, investigated, and made a basic UX improvement report for the latest game handed to our team
- Took the initiative to help my teammate boost up her learning/coping pace in her new role
- Attended and contributed to the stand-up and engineering meetings three times a week
- Volunteered and assisted the new employees to have a smoother onboarding process
- Technical Environment: Unity, Steam, Perforce, GitHub, Jenkins, SonarCloud, PlayFab, AWS S3 Bucket, Visual Studio, JetBrains Rider, Bash, Docker, Jira, Confluence, JS, C#

iContribute

01/2022 - 05/2023

Frontend Mobile Developer (Volunteer)

- Used React Native and Bootstrap to create new UI components
- Participated in code reviews, debugging, and completed the technical documentation

Personal Projects

LevelUp 3D Game *(Unity Subsystems, C#)*

10/2023

Play it [Here!](#)

- This 3D game is created using Unity and C# to demonstrates my understanding of the Unity concepts like Unity Physics, Addressables, Assets, ScriptableObjects and so on. Audio, Animation, and Memory Handler subsystems will be used on the next levels of this game in the second release.

Hatchways Student Assessment *(React, Redux)*

10/2021

Check it out [Here](#), and read about it [Here!](#)

- This project is done completing Hatchways Student Assessment, which represents my knowledge and skills of working with APIs, manipulating the fetched data (adding, deleting, and filtering data), and displaying them with the given UI design.

My Interactive Resume *(ECMAScript , CSS3, HTML5)*

10/2021

Check it out [Here](#), and find the source code [Here!](#)

- 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.

TECHNICAL SKILLS

Software and IDEs	Unity3D, Unity2D, Steam, Jenkins, Git, GitHub, Fork, Perforce, VSC, Visual Studio, Rider, Jira, Slack, Figma, MS Office, Zoom, Discord, Webex, MS Teams
Languages & Frameworks	C#, JavaScript, ECMAScript XML, HTML5, CSS3, React, React Native, Redux, PHP, Typescript, ActionScript, Angular, Bootstrap
Platforms & OS	AWS S3 Bucket, PlayFab, APRL, Sonar Cloud, iOS, Android, Mac, Windows, Ubuntu

EDUCATION

British Colombia Institute of Technology (BCIT)

2021

Associate Certificate of Applied Web Development

European University of Yerevan

2014

MBA

SPEAKING LANGUAGES

English [Fluent](#)

Persian [Native](#)

Armenian [Conversational](#)