Atena Razm

LinkedIn | GitHub | atenarazm@gmail.com

PROFESSIONAL SUMMARY: A Game Developer with +1.5 years of experience.

(My Online Resume)

WORK EXPERIENCE

Associate Software Engineer - *East Side Games Studio* - ***05/2022 - 08/2023***

- Implemented logic to existing components to improve the performance as required, such as:
  - The possibility of copying "User ID" from the *Settings* component to clipboard by Players
  - Manipulating the calling frequency of the promotion popup dialog by using a cooldown
  - Automation of calling an internal failsafe method 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. Implemented the same feature to an ActionScript project
- Integrated new technologies, Updated dependencies, and removed or replaced SDKs and Third party libraries safely from 3 projects
- Initiated research and conducted usability testing and playtesting to identify the potential areas for using the SCAMPER brainstorm technique and improve player retention. Collected and condensed the data and provided the documentation to the team and the CEO
- Worked with existing codebase comprised of Asset Bundles, Game Layout and positioning, Game Events, Animation, and Input System on Mobile and Steam projects.
- Debugged various UI problems, like:
  - Finding the missing animations during an event listener execution
  - Removing unwanted components from the UI
  - Fixing the Audio reset bug
  - Fixing image overlaps

Frontend Mobile Developer (Volunteer) - *iContribute* - ***01/2022 - 05/2023***

- Used React Native and Bootstrap to create new UI components with the new UX/UI design

EDUCATION

British Colombia Institute of Technology (BCIT)	*2021*
Associate Certificate of Applied Web Development	
European University of Yerevan	*2014*
MBA	
Tehran Institute of Technology (#22 Branch)	*2010*
Bachelor's of Hospitality and Hotel Management	

TECHNICAL ENVIRONMENT

UNITY, C#, Steam, Jenkins, Jira, Git, Perforce

PERSONAL PROJECTS

Shooting Game

A 2D shooting platformer created on Unity using C#, the New Input System, Animation System, and Unity Physics. Check the **code base**.
PLAY

LevelUp Game

A 3D game created on Unity using C#, Unity Physics, Assets, Prefabs, Particle System, and Audio System. Check the **code base**.
PLAY