

Atena Razm

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PROFESSIONAL SUMMARY

A Front-end Developer with +3 years experience using scripting languages like C#, JS and PHP

WORK EXPERIENCE

East Side Games

05/2022 - 08/2023

Associate Software Engineer

- Accepted UX design mock-ups on Figma as input and used C# within Unity game engine to implement new client features and systems
- Collaborated with cross-functional teams, including producer, developers, designers, QA team, to create and maintain build infrastructure environments
- Worked with automation and CI/CD pipelines, particularly Jenkins
- Modified necessary components to adjust their call frequency
- Utilized source control management tools such as Perforce and Git for various projects
- Supported backend engineers in testing deliverables to ensure the reliability of provided solutions
- Implemented SonarCloud services and collaborated with AWS S3 Bucket services
- Resolved various UI issues through debugging
- Leveraged my exceptional interpersonal skills to facilitate communication with team members, quickly grasp new concepts, and apply reliable solutions to tasks and challenges
- Implemented, updated, and removed SDKs, Ad Monetization tools, and packages, including SonarCloud, Kochava, AppLovin Max, IronSource, and Google Billing
- Engaged in pair programming and brainstorming sessions to develop new features
- Utilized Jira and an internal tool, APRL, to document agile deliverables, outline technical designs, specify software requirements, and provide guidelines for team members
- Took the initiative to investigate and make basic UX improvements to the latest game assigned to our team
- Regularly attended and actively contributed to stand-up and engineering meetings, participating three times a week
- Volunteered to assist new employees during their onboarding process
- Technical Environment: Unity, Steam, Perforce, GitHub, Jenkins, SonarCloud, PlayFab, AWS S3 Bucket, Visual Studio, JetBrains Rider, Bash, Docker, Jira, Confluence, JS, C#

- Participated in mobile app development for iOS and Android using React Native
- Participated in code reviews, debugging, and completed the technical documentation

Personal Projects

LevelUp 3D Game (Unity Subsystems, C#)

10/2023

Check it out the result [Here](#) & read about it [Here](#)!

- Created a 3D game using Unity and C# to demonstrate my understanding of the Unity subsystems and concepts like physics, particles, linear algebra 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 demonstrate 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