

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

TECHNICAL ENVIRONMENT

UNITY, C#, Steam, iOS, Android, Jenkins, PlayFab, Jira, Git, Perforce

PERSONAL PROJECTS

Shooting Game Demo [PLAY](#) | [CODE BASE](#) | [BLOG](#)

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

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

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

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.
- Safely integrated new technologies, updated dependencies, and removed/replaced SDKs and third party libraries
- 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 comprised of Asset Bundles, Game Layout and positioning, Game Events, Animation, and Input System on Mobile and Steam
- 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 and image overlaps

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

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

EDUCATION

Applied Web Development (Associate Certificate)

British Columbia Institute of Technology/BCIT

MBA

European University of Yerevan

Hospitality Management (Bachelor)

Tehran Institute of Technology (#22 Branch)