

PROFESSIONAL SUMMARY

A Game Developer with +2 years of experience bringing forth a true passion for turning cool ideas into playable magic. Worked on five different Idle games from legacy projects on ActionScript to the ones on Unity and C# for Steam, Android and iOS platforms. Committed to high-quality deliverables, and adept in using the tools and software like Jenkins, PlayFab, Jira, Git, Perforce, VSC, Visual Studio, Jira, Figma. Bringing strong communication and team lead skills to the table due to my Hospitality and Business academic and career background.

PROJECTS

LevelUp Game

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

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

Shooting Game

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

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

WORK EXPERIENCE

Associate Software Engineer East Side Games Studio

Nov 2021 - Mar 2023

- 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 removed/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.

VOLUNTEER WORK

Frontend Software Engineer GoodBot

Feb 2024 - Present

- Implementing an input system to the UI for saving the user's data's in the database via API calls using React.
- Assisting the UX design of a new mobile application.

Frontend Mobile Developer iContribute

Jan 2022 - Sep 2022

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

EDUCATION

Applied Web Development Associate Certification British Columbia Institute of Technology/BCIT)

Master of Business Administrations European University of Yerevan

Hospitality & Hotel Management Bachelor Tehran Institute of Technology