



Seyed Morteza Kamali

Game Developer, Technical Artist

My name is Seyed Morteza Kamali I was born to make games. I'm an experienced game developer seeking a new and satisfying work environment where my skills can be used to create future games. Enthusiastic about innovation in video games with a focus on mobile gaming. I have experience working as part of a team and individually.

Contact

Phone

+98 9331394361

Email

smkplus3d@gmail.com

Education

2015 – 2019

Bachelor's degree of Software Engineering

Payame Noor University

Expertise

- Unity3D
- Unreal Engine
- Blender
- Shader (glsl/hlsl)
- UI/UX
- Git

Language

English

Persian

Experience

○ Apr 2020 - Aug 2022

Nouranium

HyperCasual Games - Programmer

I worked on many hypercasual games

I was responsible for:

custom shaders (liquid shader, painting shader, wool shader and etc)

Implement custom tools

Implement gameplay

Implement UI/UX (Shopping , Best Rewards , Ads UI and etc)

○ Jan 2020 - Mar 2020

Hamrah Pardazan

Magical Dice

I worked on a merge puzzle game

I was responsible for:

- Implement the gameplay
- Implement match algorithm
- Particles and special effects
- localization tool for game
- UI/UX

○ Sep 2019 - Dec 2019

Hamrah Pardazan

Hokmas - Programmer

I worked on a card game

I was responsible for:

- Implement gameplay
- Bot AI (Prediction, AI difficulty control)
- custom shaders (transitions, burning card shader)

○ Aug 2019 - Sep 2019

Hamrah Pardazan

Puzzle - Programmer

I worked on a puzzle game

I was responsible for:

- Implement gameplay
- Implement a procedural puzzle generator
- Implement custom saving for puzzle game

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Jul 2019 - Aug 2019

GunSmokers

GunSmoke - Programmer

Gun.Smoke is a 1985 vertical scrolling shooter arcade game by Capcom.

I worked on remaking this game

I was responsible for:

- Implement Enemy AI
- Implement custom effects
- Implement player control
- Implement boss fight

Sep 2017 - Nov 2017

Green Wings

Warrior Cars - Programmer

Warrior Cars is like Twisted Metal in the vehicular combat genre.

Weaponless players airdrop from a "Battle Bus" that crosses the game's map. When they land, they must scavenge for weapons, items, and resources while trying to stay alive and attack other players.

I was responsible for:

- Implement Photon for multiplayer
- Implement gameplay
- Implement battle royal waves

Jan 2018 - Jun 2018

Green Wings

Young Farmer - Programmer

I worked on a farming game

I was responsible for:

- Implement an Isometric grid
- Implement gameplay
- Implement touch scripts for navigations

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○ Sep 2017 - Nov 2017

MasterMind

In the siege - Graphics Programmer

I worked on an FPS shooter.

I was responsible for custom shaders:

- blur shader
- night vision shader
- raining shader
- weapons special effects and shader
- heat vision shader

○ Jun 2017 - Aug 2017

Resane Gostare Benisi

Amaliyate Enhedam 3 - Graphics Programmer

I worked on Amaliyate Enhedam 3

I was responsible for custom shaders:

- Animal Fur Shader
- Flag Shader
- Weapon Shader
- Image effects

○ Jan 2013 - Jul 2016

Self-Employed

Indie Game Developer

I started game development by making indie games Adobe flash action script 2.0 then I continued making games by Unity 3D