

# Ehsan Hosseiny Pajouh

## Unity Developer

[Email](#) - [Linkedin](#) - [itch.io](#) - [Youtube](#)

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### SUMMARY

I'm a Unity Developer with more than seven years of experience in creating games and applications for Windows, Android, VR and AR. I have skills in Unity, C#, C++, Blender and other software. I have a master's degree in computer engineering with a major in artificial intelligence and several awards in robotic and game development competitions. I like video games and I would love to join a game company. I'm enthusiastic to develop video games and work on exciting projects and make a great time for gamers.

Please feel free to check my [itch.io](#) page and youtube channel to see some of my projects.

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### EXPERIENCE

September 2023 - Present

**[Enlightened Robot Entertainment](#) · Contract - *Technical animator***

- animate the environmental objects related to the stage and the background of the "Naser: son of man".

May 2022 - Aug 2023 (1 year 4 months)

**[Barana Studio](#) · Full-time - *Unity Developer and animator***

- Programmed an application to diagnose simple diseases and prescribe authorized drugs. [Link](#)
- Created a video wall animation for an exhibition.
- Built a simple balloon game that was played with Kinect v2. [Link](#)
- Made some mini games and interactive applications for exhibitions.

May 2019 - May 2022 (2 years)

**[Freelancer](#) - *Game Developer***

- Made and published a retro 8-bit style game that was named "ESI : space thieves" for Windows PC. [Link](#)
- Developed a mobile VR earthquake simulator with Google VR for Android.
- Made a VR hospital emergency simulator with HTC Vive for PC.
- Developed a VR meeting room with Photon Pun v2.
- Programmed a mobile game for kids education named "Shadab and Shangool" for Android. [Link](#)
- Built a runner game with Kinect v2 for Snapp company for the Elecomp 2019 exhibition. [Link](#)
- Made a face filter application with Unity and OpenCV for the NovoNordisk Company exhibition. That makes the user's face fat. [Link](#)
- Create a paint gallery exhibition demo application for Windows. [Link](#)
- Made an AR Cat game for people who have cat phobia. The game looks like an AR Tamagotchi. [Link](#)
- Made a persian word game for android that is named "AbPash". [Link](#)
- Working on a clone of the Starfox game for Android that is named "CyberStar". [Link](#)
- Working on a third person character controller. [Link](#)

May 2018 - April 2019 (11 months)

**[Carnik Group](#) · Full-time - *Unity Developer***

- Built an exhibition simulator demo. Players can walk into the environment and talk to virtual persons.
- Developed some applications for Irancell in the Telecom 2018 exhibition included games, wall visual effects, product surveys and product selling.
- Made some photobooth and games with Unity and Kinect V2 for Novo Nordisk events.
- Programmed a 3D environment viewer application for Novo Nordisk company for Android. That application had AR and FPS mode too. [Link](#)

August 2016 - September 2017 (1 years 1 month)

**Mew Games · Full-time - Unity Developer**

- Programmed a game that was a clone of PianoTiles and named "Avataz". [Link](#)
- Worked on "DirinDirin" mobile game series.

October 2015 - July 2016 (9 months)

**AnadSanat · Full-time - C++ Developer**

- Worked on a security device that was installed on post trucks and sent some information like location, temperature, door status and camera image.
- Made an application for windows with C++ and MFC that used all security device functions for clients.

November 2014 - August 2015 (9 months)

**Artman · Part-time - C++ Developer**

- Made an application with C++ and OpenCV that detects face points and sends them to Unity to animate game characters face by player face.

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## SKILLS

**Programming Languages:** C#, C++, JavaScript

**Game Engines:** Unity, Game Maker studio

**Software Frameworks:** Three.js, Pixi.js

**Other Software:** Blender, Adobe Photoshop, Adobe Premiere, Adobe XD, Adobe Animate, TVPaint

**Other Skills:** Git, OOP and SOLID programming, prototyping, 2D and 3D animation, UI/UX design

**Soft Skills:** Team Work, Creativity, Flexible, Communication, Problem-solving, Fast learner

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## EDUCATION

2014 - 2018    **MASTER OF COMPUTER ENGINEERING, MAJOR IN ARTIFICIAL INTELLIGENCE**  
*Azad University, Science And Research Branch*

2011 - 2013    **BACHELOR OF COMPUTER ENGINEERING, MAJOR IN SOFTWARE ENGINEERING**  
*Kavosh University*

2007 - 2009    **ASSOCIATE OF COMPUTER ENGINEERING, MAJOR IN COMPUTER ENGINEERING**  
*Azad University, Islamshahr Branch*

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## AWARDS

2010    **FIRST PLACE OF RAAD CUP ROBOTIC COMPETITION**

2010    **KHWARIZMI YOUTH AWARDS FIRST PLACE AT ROBOTIC**

2010    **SECOND PLACE OF AUTCUP ROBOTIC COMPETITION**

2011    **WORTHY OF APPRECIATION IN FIRST STUDENT GAME DEVELOPER FESTIVAL**

2013    **4TH PLACE IN SECOND STUDENT GAME DEVELOPER FESTIVAL**

2021    **AWARD IN AMATEUR SECTION IN THE 5TH INTERNATIONAL BIENNIAL BOOK CARTOON CONTEST-IRAN**