

Dayan Yar

Founder & Game Director - Lazy Samurais(Indie)

Irving, TX - Email me on Indeed: [indeed.com/r/Dayan-Yar/9918f473c0b09dfd](https://www.indeed.com/r/Dayan-Yar/9918f473c0b09dfd)

Willing to relocate: Anywhere

Authorized to work in the US for any employer

WORK EXPERIENCE

Founder & Game Director

Lazy Samurais(Indie) - 2017 to Present

Currently working on:

- Castle Wars (Mixed Reality Turn Based Tower Shooter for VR)
- Feudalist (An MMO Idle game platform)
- The Legends (Episodic interactive multiplayer text-image based game)

Indie Developer

ArrowSweeper - 2013 to Present

- Sirtet (Puzzle game, Reverse of Tetris)
 - Top 100 on Ludum Dare #31
 - Hot new game on Kongregate
 - 4.5/5* on Googleplay
- Execution (A hidden object game as a social experiment)
 - Top 10 (mood) on Ludum Dare #32
- ArrowSweeper (A clone of minesweeper with a different mechanic)
 - Just a prototype
 - Still working on it

Lead Systems Designer - Multiplayer Designer

Wigu Games - May 2015 to November 2016

- Designer of Guilds of Destiny (Open World MMO Hero-Resource management F2P)
- Beta ver. available on Kongregate as "Hot new game"
- Company lost its funding source

(DeNA's Partner) - Senior Game Designer

Tower Defense - March 2014 to May 2015

- Designer of Darkness Fallen (TCG F2P)
- Game Balancer of Death Fortress (Tower Defense)
- Both games have been sold to third parties

Military Services - Web Developer

- 2013 to 2014

Lead Game Designer

Parseh Game Studio - June 2012 to June 2013

- Designer of Rush for Glory (Tower Defense)
- Done by only 3 developers

-Sold 50k+ copies

Senior Game Designer

Sourena Game Studio - January 2011 to June 2012

- Designer of Legends of Persia (A-RPG)
- Available on Steam
- Best Upcoming Indie Game of 2013
- The best 3D game - Tehran game expo 2012

Simulator Developer

Several Shipped Titles - February 2009 to January 2011

- Designer of Asmandez (Sci-fi MMO Strategy BBG F2P)
- MMO Of The Year - Game Genetics
- The best design of online games - Tehran game expo 2011

EDUCATION

BSc in Nuclear Physics in Nuclear Physics

Amirkabir University of Technology

2006 to 2010

SKILLS

Actionscript (Less than 1 year), C# (Less than 1 year), Flash (4 years), Photoshop (Less than 1 year), prototype (4 years)

ADDITIONAL INFORMATION

RELATED SKILLS:

Programming: PHP, Actionscript, C#

Prototyping: Prototyping to present ideas by Flash, Photoshop, etc.

Math Lover: Data-modeling and formulating game factors. I love math and math loves me

Game Balancing: Great knowledge of balancing methods, User and Item progression. (I dance with Google Sheets)