Mohammad **Shahriari**

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A unity game developer with the experience of being **technical lead**, passionate about the code architecture to achieve a readable, maintainable, and extendable codebase. As a self-learner, I always try to learn more and expand my knowledge.

I had different roles and did a wide variety of technical stuff in my projects. Such as implementing core mechanics, doing architectural design, implementing A/B test systems, working with different analytics and attribution services, implementing interactive tutorials, implementing liveops events, writing unit tests, network programming (both real-time and async gameplays) and many other things!

I'm currently looking to expand my experiences and face new challenges by working in another with more senior people on bigger and more challenging projects.

EXPERIENCE

SEP 2020 – PRESENT

SENIOR GAME DEVELOPER, MEDRICK FZE

- **Technical lead** of Mighty Wars project (an online strategy game), developing its core game mechanics and designing its overall architecture.
- One of the 5 main members of the company's technical chapter, developing company's technical pipelines and visions.
- As a Senior developer, participating in the architectural design and developing the in-house infrastructure of a "Live Ops System".
- Senior developer in "Hokm" project (a multiplayer card game) with the responsibility to maintain and extend it with constant updates.
- Senior developer in "Golshifteh"(a match-3 game with decoration meta), implementing social features like chat, groups, friends, and also building its **iOS** version.
- Senior developer in "BabaShah" and "Heshmat" projects (same gameplay with different meta) to maintain and extend them with new features, after their main developer left the studio

MAY 2019 – JULY 2021

BACK-END DEVELOPER, PART GAMES STUDIO

- Developing the backend for profile management, purchase verification and matchmaking for our beloved real-time pvp game called "Battle Arena".
- Developing a server application for profile management, leaderboard, chat and purchase verification for our idle-clicker game called "King Keyvan", using .Net Core and MongoDB.
- Developing a socket-based server app for a real-time strategy/tycoon game for a 2-days event called "Game In" at Sharif University of Technology.

MAY 2018 – MAY 2019

UNITY DEVELOPER, PART GAMES STUDIO

- Developing a story-driven point and click adventure game for mobile platforms called "Lost Days".
- Participating in the client side and implementing the socket-based server for a real-time multiplayer strategy/tycoon game.
- Participating in the development of a project which was called "mini games", including about 10 different mini-game as an android application.
- Participating in the development of an application for parents to help them with their children's health-related subjects, called "Nikoo".

NOVEMBER 2017 – MAY 2018

GAME DESIGNER, TEETOTUM

I was the designer of a F2P game called "Sick Mind".
- Designing more than 100 puzzle levels in many types like trivia, lateral thinking, spatial reasoning, ...
- Writing a complete GDD for the game.
- Participating in the design of the economy system of the game.
- Managing publish phase including app store screenshot designs and description.

EDUCATION

OCTOBER 2014 – JANUARY 2019

BACHELOR'S DEGREE IN SOFTWARE ENGINEERING, ISLAMIC AZAD UNIVERSITY, CENTRAL TEHRAN BRANCH

SKILLS

- Leadership
- Software Engineering
- C#
- Network programming
- Gameplay Programming
- Unity
- Game Maker
- Agile / Scrum
- Git

LANGUAGES

- Persian (Native)
- English