Mohammad Shahriari

Game Developer – C#, Unity, .Net

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EXPERIENCES:

Unity Developer, Medrick FZE, Sep 2020 – Present (3 years)

- Main developer of Mighty Wars project (an online PvP strategy game), developing its core game mechanics and designing its overall architecture.
- One of the 5 members of the company's technical chapter, developing company's technical pipelines and visions.
- Participating in the architectural design and developing the in-house infrastructure of a "Live Ops System".
- Developer of "Hokm" project (a multiplayer card game) with the responsibility to maintain and extend it with constant updates.
- Developer in "Golshifteh"(a match-3 game with decoration meta), implementing social features like chat, groups, friends, and also building its **iOS** version.
- 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

Back-End Developer, Part Games Studio, MAY 2019 – JULY 2020 (1 year and 2 months)

- Developing the backend for profile management, purchase verification and matchmaking for our beloved real-time PvP game called "Battle Arena", using .Net Core, Mongo DB and socket programming.
- 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 educational event called "Game-In" at Sharif University of Technology.

Unity Developer, Part Games Studio, MAY 2018 – MAY 2019 (1 YEAR)

- Developer of a story-driven point and click adventure game for Android called "Lost Days".
- Participating in the client-side development of a real-time multiplayer strategy project called Game-In.
- Participating in the development of a project called "mini games", including about 10 different mini-game as an android application.

Game Designer, Teetotum, NOVEMBER 2017 – MAY 2018 (7 MONTHS)

- 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:

Bachelor's Degree in Software Engineering, Azad University, Central Tehran Branch

SKILLS:

- Software Engineering:
  - Software Architecture
  - Design Patterns
  - Design Principles Like SOLID and Code Smells
  - TDD Practices

- C#:
  - Expert in C# programming language, with extensive knowledge of its core concepts and advanced features, including multi thread programming, LINQ, reflection, asynchronous programming.

- Unity:
  - Proficient in working with the engine, with expertise in developing games for mobile and WebGL.
  - Familiar and up to date with new Unity technologies such as Addressables, Localization, Net Code, Ui Toolkit and DOTS.

- Back-End development and Networking:
  - Deep understanding of network and it's architecture like client-server or P2P
  - Having experiences with TCP, UDP and WebSocket
  - Web APIs in .Net and .Net Core
  - Mongo DB and SQL Server and in-memory databases like Redis
  - [Nakama](#) Back-End Framework

- - Familiar with [Photon](#) and [Mirror](#)
  - Familiar with Docker and the concept of containers

- Gameplay Programming:
  - Implementing core mechanics from scratch or participating in the design or maintenance for games in different genres like: Idle/Strategy, story-driven adventure, solitaire, Court piece and word puzzle game.
  - Implementing interactive tutorials

- Experience working in Scrum-based environments and adhering to Scrum principles

- Version Control Tools and Principles:
  - Git, it's commands, git flow and it's branching rules
  - Code Review and Merge Policies

LANGUAGES:

- English (Proficient)
- Persian (Native)