Mohammad Shahriari

Software Engineer-Game Developer – C#, Unity, .Net

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Software engineer with 10 years in the games industry, including 7+ years of hands-on coding experience in Unity and C#. Proven track record leading engineering efforts on mobile games from concept to launch. Specialized in gameplay systems, software architecture, and team leadership. Co-founded a mobile games startup and have experience managing teams, shipping titles, and working with publishers like Homa Games and Supercent.

EXPERIENCES:

Co-founder, Developer & Team Lead — Zimo Games, June 2024 – Present

- Co-founded a startup focused on mobile games; handled business operations including pitch decks, investor meetings, and team management.
- Led development of Upside Down, an action-adventure story-based mobile game. Oversaw game architecture, gameplay mechanics, lighting and 3D optimization.
- Managed testing process with Homa Games and Supercent.
- Currently developing a new mid-core prototype with Voodoo.
- Set direction for scalable game systems and team workflows.

Freelance Unity and .NET Developer, April 2024 – Present

- Designed and developed a Unity Android app as the client for a quiz-like game.
- Built and deployed a .NET-based server using MySQL for data management and game logic.

Unity Developer, Medrick FZE, Sep 2020 – January 2024 (3 years and 4 months)

- As the technical lead for Mighty Wars, an online turn-based PvP game, I led a team of 3 client developers and 1 server developer. Besides leading the tech team, as a client developer, I was responsible for developing core game mechanics and designing the architecture of gameplay systems. Additionally, I implemented several other systems, including tracking analytics events, AB testing, interactive tutorials, and live ops events.
- Contributed as a member of the company's technical chapter, collaborating on the development of technical pipelines and visions and contributed to the technical interview process for new developers.

- Participated in the architectural design and development of the company's in-house infrastructure for a Live Ops System.
- Maintained and extended the Hokm project, a multiplayer card game, through regular updates.
- Developed social features, including chat, groups, and friends, for Emma's Mansion project, a match-3 game with a decoration meta. Also worked on building its iOS version.
- Maintained and extended BabaShah and "Heshmat" projects, which share the same gameplay but have different meta, taking over from the main developer who left the studio.

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

- Developed backend systems for profile management, purchase verification, and matchmaking in a real-time PvP game Battle Arena. Utilized .Net Core, MongoDB, and socket programming.
- Created a server application for profile management, leaderboard, chat, and purchase verification in the idle-clicker game "King Keyvan," using .Net Core and MongoDB.
- Developed a socket-based server application for a real-time strategy/tycoon game designed for a 2-day educational event called "Game-In" at Sharif University of Technology.

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

- Developed a story-driven point and click adventure game called "Lost Days" for Android.
- Contributed to the client-side development of the real-time multiplayer strategy project called Game-In.
- Worked on the development of a project called "mini games," creating approximately 10 different mini-games as an Android application.

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

- Designed a puzzle game from concept to publication, including level design, writing GDD, and contribution in economy design.
- Managed the publishing phase, including app store screenshot designs and descriptions.

EDUCATION:

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

SKILLS:

- Software Engineering:
  - Proficient in software architecture design.
  - Knowledgeable in design patterns and principles such as SOLID and code smells.
  - Experienced in practicing Test-Driven Development (TDD) methodologies.

- C#:
  - Expertise in C# programming language, including advanced features like multi-thread programming, LINQ, reflection, and asynchronous programming.

- Unity:
  - Proficient in Unity engine, specializing in game development for mobile devices and WebGL.
  - Skilled in Android build tools and experienced with iOS app build pipelines.
  - Familiarity and up-to-date knowledge of new Unity technologies, including Addressables, Localization, Net Code, UI Toolkit, and DOTS.
  - Experienced in integrating and using third-party SDKs for development, analytics, attribution and advertisements.

- Gameplay Programming:
  - Proficient in implementing core mechanics from scratch. From ideation and rapid prototyping to production-level implementation.
  - Skilled in implementing interactive tutorials for core-game mechanics.
- Live-Game Maintenance:
  - Proficient in keeping the game alive in the maintenance phase.
  - Experienced in adding new liveops events, implementing A/B tests, and shaping update pipelines within the team.

- Game Networking:
  - In-depth understanding of network architectures (such as client-server and P2P) and concepts (like client prediction, lag compensation, determinism).
  - Experience with TCP, UDP, and WebSocket communications.
  - Familiarity with [Photon](#) and [Mirror.](#)
  - Proficiency in working with [Nakama's](#) Unity client SDK.

- Back-End Development:
  - Experience in developing web APIs using .NET Core.
  - Knowledgeable in working with databases such as MongoDB, SQL Server, and in-memory databases like Redis.
  - Understanding of Docker and container concepts.
  - Familiarity with the [Nakama](#) Back-End Framework.

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

- Version Control Tools and Principles:
  - Proficient in using Git, including Git commands, git flow, and branching rules.
  - Knowledgeable in code review and merge policies.

LANGUAGES:

- English (Proficient)
- Persian (Native)