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Amirali Monjar

Game Developer

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EXPERIENCE

Senior Game Developer

Pioneer Games

September 2022 — Present

Tehran

- Working on a karaoke game with Persian songs. Using Unity Engine for client development and .Net Core for backend.

Backend Developer

Rahnema College

July 2021 — September 2022

Tehran

- Working on rahnemacollege.com. Which is an educational websites with courses and videos for Farsi speaking learners (Like Coursera or Udemy).

Junior Game Developer

Cafe Bazaar

February 2021 — July 2021

Tehran

- Worked on a Farsi Replica of 8Ball-Pool game, Developed Gameplay mechanics and 8Ball physics using Unity. Developed real-time multiplayer system using Nakama server, A custom in-app purchase system. And Ad-reward videos for Iranian users.

Junior Game Developer

Alphatik A.Ş

July 2020 — February 2021

Istanbul(Remote)

- Worked on a low-poly MMO shooter game, Developed Gameplay mechanics using Unity, Real-time multiplayer system using PhotonEngine, In-app purchase and Ad systems using Google services and Steam. And, Released the game on Steam, AppleStore and GooglePlay.

PROJECTS

AnimateLy, (Bachelors Thesis)

October 2021 — September 2022

- Developing an "AI-based animation generator" application, for Windows and Linux.
- Using Python(Tensorflow, Pytorch, OpenCV, etc.) for AI and Image-Processing. And, C++(Qt, OpenGL, etc) for main application.
- The application receives Videos, Pictures or live camera capture as input and renders a bone-based humanoid animation exportable to game engines.

Raidfield 2, Gameplay, Network and Physics Developer (Alphatik)

July 2020 — February 2021

- Developed a MMO Shooter game (3rd-person and 1st-person) for Windows, Mac, Linux, IOS, and Android.
- Using Unity Engine(C#), Photon Engine and Google game services and ads.

Billiard (8Ball pool clone game), Gameplay developer (Cafe Bazaar)

February 2021 — July 2021

- Developed a MMO 8Ball game for Android.
- Using Unity Engine(C#), Nakama Framework(Lua/Go/CockroachDB) and Docker. Also HTML, CSS and JS for custom in-app purchases.

Rahnema College website, Backend Developer (Rahnema College)

October 2020 — December 2021

- Developed the backend API for rahnemacollege.com.
- Using Java(Spring Boot), NodeJS, MySQL, Microservices(gRPC, and Eureka), GitLab CI/CD, NginX.

Dream On, Game Programmer (Indie Game)

September 2021 — Present

- Developing an indie 2d-Platformer game planned to be released early 2022 Using Unity Engine(C#).

EDUCATION & LANGUAGES

Masters of Game Development (Programming), Kingston University London

January 2023 — January 2024

Bachelor of Computer Science, Shahid Beheshti University, Mark: 14.10/20

September 2017 — June 2022

English, IELTS, Mark: 7.5

November 2021

TECHNICAL SKILLS

Coding Skills

C/C++, Java, C#, Python, JavaScript, Backend Frameworks(Spring Boot, Django, ExpressJS, NestJS, .Net Core), Graphics(OpenGL, DirectX, Vulkan), Databases(MySql, MongoDB, PostgreSQL) and DevOps (Docker, Kubernetes, Linux, Windows server, CI/CD)

Game Dev Skills

Unity, Unreal Engine, Shader Programming, VR/AR Programming, Game Physics and Graphics, Game and Level Design, Engine Development

Other Skills

Algorithms(Graphs, DP, etc.), Classic AI, Machine and Deep learning, Mathematics.