AMIRALI MONJAR

Game Developer and Software Engineer

@ amirali.mnj@gmail.com

? Tehran, Iran

github.com/monjar

% monjar.github.io

EXPERIENCE

Senior Backend Developer

Rahnema College

▼ Tehran, Iran

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

Junior Game Developer

Cafe Bazaar

Feb 2021 − Jul 2021

▼ Tehran, Iran

• Worked on a Farsi Replica of 8Ball-Pool game, Developed Gameplay mechanics and 8Ball physics using Unity Engine.

Junior Game Developer

Alphatik A.Ş

₩ Jul 2020 — Feb 2021

 Worked on a low-poly MMO shooter game called Raidfield 2, Developed Gameplay mechanics using Unity, Real-time multiplayer system using PhotonEngine, In-app purchase and Ad systems using Google services and Steam.

Web Development Intern

Rahnema College

▼ Tehran, Iran

• Worked on a Farsi replica of E-Bay, Developed backend using Java Spring and frontend using React and React Native.

ACHIEVEMENTS

- National University entrance exam (Konkur), Ranked 727 among 148000 contestants (Top 0.5%).
- ACM-ICPC regional Tehran 2019 and 2018, Ranked 8th and 15th respectively.

SKILLS

C. C++

Unity Engine & Unreal Engin

Java

Algorithms

Databases

Docker & Kubernetes

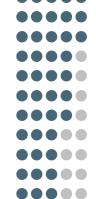
Linux

AI & ML

Python

Javascript, CSS, HTML

Mathematics



EDUCATION

B.Eng of Computer Engineering Shahid Beheshti University

Escape Sep 2017 - Present

High School Diploma

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INTERESTS

Technical

- Game Development.
- Competitive programming.
- Al & Machine learning.
- AR & VR.
- Web and app development.
- Physics and simulation.
- · Teaching.

Hobbies

- · Video Games.
- Basketball.
- Playing the guitar and setar.

LANGUAGES

English (IELTS: 8) Farsi (Native) Arabic (Beginner)



OTHER PROJECTS

AnimateLy

The Degree Final Project

Al-based animation generator application, for Windows and Linux.

Dream On

Indie Game

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

Raidfield 2

MMO Game

₩ Jul 2020 — Feb 2021

A cross-platform MMO Shooter game Using Unity Engine(C#).

VOLUNTEER WORK

Algorithm Design TA Shahid Beheshti University

₩ 2019

▼ Tehran, Iran

• Volunteered and selected as a teaching assistant for Algorithm Design course in SBU.

Artificial Intelligence TA Shahid Beheshti University

2019

▼ Tehran, Iran

• Volunteered and selected as a teaching assistant for Artificial Intelligence course in SBU.

Advanced Programming TA Shahid Beheshti University

2018-2019

▼ Tehran, Iran

• Volunteered and selected as a teaching assistant for Advanced Programming course in SBU.

Programming Teacher

Allameh Helli

2021

▼ Tehran, Iran

 Working as a programming teacher in Allameh Helli middle school