

Amirali Monjar

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Game Developer

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Game and Software engineer with 2+ years of working experience in the industry. Computer engineering student at “Shahid Beheshti University” in Tehran. I’m 23 and interested in Game-Development, AI and Web-Development.

PROJECTS

- AnimateLy**, The Degree Final Project (Solo) October 2021 — Present
- 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) June 2020 — March 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 like 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 — Present
- 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#).

EXPERIENCE

- Senior Backend Developer** July 2021 — Present
Rahnema College 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** February 2021 — July 2021
Cafe Bazaar 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** July 2021 — February 2021
Alphatik A.Ş 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.
- Web Development Intern** July 2019 — September 2019
Rahnema College Tehran
- Worked on a Farsi replica of E-Bay, Developed backend using Java Spring and frontend using React and React Native.

EDUCATION

Bachelor of Computer Science, Shahid Beheshti University, Mark: 14.10/20 September 2017 — June 2022

TECHNICAL SKILLS

- Coding Skills** C/C++, Java, C#, Python, JavaScript, Backend Frameworks(Spring Boot, Django, ExpressJS, NestJS), Graphics(OpenGL, DirectX, Vulkan), Databases and DevOps
- Game Dev Skills** Unity, Unreal Engine, Shader Programming, VR/AR Programming, Game Physics and Graphics, Game and Level Design,
- Other Skills** Algorithms(Graphs, DP, etc.), Classic AI, Machine and Deep learning, Mathematics.

AWARDS & HONORS

ACM-ICPC Regional tehran 2019 and 2018, Ranked 8th and 15th. December 2019 / 2019
National University entrance exam (Konkur), Ranked 727 among 148000 contestants. June 2017