

Professional Summary

Resume updated :29/5/2022

I am a passionate Video Game Developer. I enjoy teaching and communicating with other people so I made Youtube [Channel](#) to teach Unity 3D and VR and a [Discord](#) to help debug their code.

I am interested in solving algorithmic, physics-based or Mathematical challenges, such as :

- Predicting the intercept of 2 moving objects or trajectory physics simulation
- Procedural animations & procedural 3D maps
- AI for task solving, such as behavior trees ,A*, genetic algorithm

Languages

C# .Net
Python
C++
Java
Javascript
OpenGL

Softwares

SQL
JSON
OpenGL
HTML
CSS
Unity 5 VR,3D,2D
Visual Studios ,Note,
3D max
JSON
Blender
AutoCAD

ProjectManagment

Jira
Clickup
Github
Bitbucket

Education

ISI, L'institut Supérieur d'Informatique ,Montreal ,Quebec :

Video Game Programming,

2 years 2020-2022

Azad University ,tehran ,Iran :

Mechanical Engineering,

4 years 2015-2019

Working Experience

Mechanical engineering :

Naghsheh Mehrnaz Consultant engineers as Mechanical Engineer

1 Year 2017 - 2018

3D Designer:

Naghsheh Mehrnaz Consultant engineers as 3D Designer

1 Year 2018 - 2019

YouTube Channel :

[YouTube Channel](#), Teaching Unity VR, C#, AI

6 months 2021 - Present

Technical Skills

Below is a collection of keywords which represents my programming knowledge set gained through academia, personal projects, game jams, and learning for my [YouTube Channel](#) .

Unity VR : ([Grappling Gun](#)) ([Thor Hammer](#)) ([Nunchaku](#))

Toolkit, XR plugin management, Android Optimization, Android Build, new input System, Oculus Setup and setup Controllers (any type)

Unity 3D,2D:

Physics, Animations, Sound, Cinemachine, Particle System, Render Optimizations, Nav Mesh, Materials & Lighting, JSON Tilemap, Scriptable Objects, HDRP, UI,Editor Variables/Menus,

AI : ([Flocking Monster AI](#))

Genetic, A*, Behavior tree, Depth & Breadth first search(BDS,DFS)

Procedural Generation : ([Procedural Map](#))

Procedural animations, Procedural map, Perlin noise

Architectures : ([Final Project in College](#))

Top-Down based(Manager), Component based, Event based, Coroutine based.

Design patterns : ([Final Project in College](#))

Factory Pattern, Object Pools,OCP Modular architecture, Singletons, State Machines, Manager Pattern, Command pattern, ECS, Observer pattern,Batching

Unity Editor Scripting : ([Make tool to create Card](#))

Editor window Unity, Making tools for other developers

Blender : ([Tutorial](#))

3D modeling, Character Face & Animation, Map Level designing, 3D Tile

Collections

Hashset/Dictionaries, ArrayLists, LinkedList, Trees, Stacks, Queues, Enumerables, collections

Management

Agile,Unit Test, XP programming, Agile Scrum, Click up, Jira, Spring meeting, Project documentations (GDD), StoryBoard, GitHub

Debug/Optimizations

Computational complexity O(n), Breakpoints, Enforcing defensive coding techniques, Light baking, Batching