

# PARSA RAFIEEPOORALAVI

[Portfolio](#) [YouTube](#) [Linkedin](#)

Montreal, Canada

+1(514) 6017861

Parsarafiee19@gmail.com

## Professional Summary

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

I am interested in solving algorithmic, physics-based or Mathematical challenges.

## Languages

C# .Net  
Python      JSON  
C++          C  
Java         HTML  
Javascript   CSS  
OpenGL  
SQL

## Softwares

Unity 5 VR,3D,2D ,  
Unreal Engine 5  
Visual Studios, Rider, note ++  
Eclipse  
Blender, 3D max,Paint.net  
AutoCAD  
ChatGpt

## ProjectManagment

Jira  
ClickUp  
Github  
Bitbucket  
Plastic  
Meta Developer app

## Working Experience

### Duration

### Date

#### Virtual reality Developer:

Chaac Technologies - Montreal, Canada

1 Year

Oct/2022 - Present

#### (Internship) VR (Unity) Game Developer:

Visualhawk Solutions Inc - Toronto, Canada

6 Months

May/2022 - Oct/2022

#### Unity tutorials in YouTube & Discord:

1 Year

Dec/2021- Dec/2022

[YouTube Channel](#), [Discord](#) Teaching Unity VR, 3D, C# & AI

#### Mechanical Engineer:

Mehrnaz Naghsh - Tehran, Iran

1 Year and 9 months

Apr/2017 - Dec/2018

## Education

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

Video Game Programming,

2 years 2020-2022

#### Udemy Certificates in Unity ,AI ,Multiplayer & Math courses - Montreal ,Quebec

#### Azad University - Tehran, Iran :Mechanical Engineering,

4 years 2015-2019

# Technical Skills

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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 5 VR & Packages :

([Grappling Gun](#)) ([Thor Hammer](#)) ([Nunchaku](#))

NetCode,Toolkit, Ovr, NOVA, Hands, Localization, XR plugin management, Android Optimization, Android Build, new input System, Oculus Setup and setup Controllers (any type), Obi rope, advance scene manager

## Unity 3D,2D:

([GitHub](#))

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

## Unreal Engine 5:

Blueprints, Material, CubeGrid, Lights, Lumen's global illuminations, Reflections, Fluid Simulations

## AI :

([Flocking Monster AI](#))

Genetic, A\*, Behavior tree, State machine, 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, Locator Pattern, Strategy Pattern, Object Pools, OCP Modular architecture, Singletons, State Machines, Manager Pattern, Command pattern, Observer pattern, Batching,

## Editor Scripting :

([Make a tool to create a card](#))

Editor window Unity, Making several tools for other developers.

## 3D Modeling :

([Tutorial](#))

Blender,3d max , photoshop(Basic), Character Face & Animation, Map Level designing, 3D Tile

## Collections

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

## Management

([GitHub](#))

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

# Projects

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Below is a collection of Project which represents my programming experience:

## Smashbeat

### Position: Lead VR Game Developer & Designer

- **End-to-End Development:** Spearheaded the entire game development, starting from conceptualization to final deployment.
- **Asset Creation:** Independently crafted all 3D assets using Blender, ensuring a unique visual aesthetic and aligning with the game's thematic elements.
- **Gameplay Design:** Crafted an engaging VR shooting experience with meticulous attention to player interaction, challenge levels, and immersion depth.
- **Graphics & Audio Integration:** Orchestrated the inclusion of captivating visuals and immersive audio.
- **Testing & Optimization:** Conducted rigorous testing phases, optimizing for performance and ensuring smooth gameplay across different VR devices.
- **Oculus Store Deployment:** prepared the demo and scheduled the demo for launch on the Oculus Store on September 15, 2023.

## (MultyPlayer )lionel-Groulx

### Position: Virtual Reality Developer

- **Player Control:** Developed player movement, hand interactions, and controller inputs for a lifelike VR experience.
- **MultyPlayer Game:** Multiplayer game Using NetCode.
- **AI:** Made AI with Unity state machine with animation to give them order with different behaviours
- **Game Development:** Crafted engaging game mechanics, interactive objects, and intuitive tutorial systems.
- **Scene Management:** Pioneered scene creation, ensuring fluid transitions and connectivity.

## IPIQ

### Position: Virtual Reality Developer & Unity Scene Manager

- **Code Reviewer:** Managed GitHub code reviews to maintain quality standards.
- **Tutorials:** Created tutorial scenes with a user-friendly tutorial system.
- **VR Development:** Crafted player movement, controller inputs, and hand interactions for enhanced immersion.
- **Localization:** Implemented bilingual support (French & English) for global accessibility (google sheet).
- **Game Mechanics:** Developed interactive objects and game dynamics, ensuring player engagement.
- **Unity Management:** Led scene creation and integration for seamless game environment transitions.
- **Sound:** Designed immersive sound effects.

## Fire Guard VR

### Position: Virtual Reality Developer & Scene Manager

- **Player Control:** Developed player movement, hand interactions, and controller inputs for a lifelike VR experience.
- **Localization:** Implemented bilingual support (French & English) for global accessibility (google sheet).
- **Game Development:** Crafted engaging game mechanics, interactive objects, and intuitive tutorial systems.
- **Scene Management:** Pioneered scene creation, ensuring fluid transitions and connectivity.
- **Audio Integration:** Implemented immersive sound effects enhancing the user journey.
- **Oculus Store Launch:** Successfully built and deployed the VR app on the Oculus Applab.