PARSA RAFIEEPOORALAVI

Portfolio YouTube Linkedin

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Professional Summary

I am a passionate Video Game Developer. I enjoy teaching and communicating with other people so 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, 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
SQL
JSON
C
HTML
CSS

Softwares

Unity 5 VR,3D,2D
Unreal Engine 5
Visual Studios , note ++
Eclipse
Blender, 3D max
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

VR (Unity) Game Developer : Contract - Present
Visualhawk Solutions Inc in Toronto - Canada

Unity tutorials in YouTube & Discord : 2022 - Present
YouTube Channel, Discord Teaching Unity VR, 3D, C# & AI

Mechanical Engineer & 3D Designer :
Naghsheh Mehraz Consultant engineers Tehran - Iran 2017 - 2019

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 5 VR : (Grappling Gun) (Thor Hammer) (Nunchaku)
Toolkit, XR plugin management, Android Optimization, Android Build, new input System, Oculus Setup and setup Controllers (any type)

Unreal Engine 5:
Blueprints, Material, CubeGrid, Lights, Lumen's global illuminations, Reflections, Fluid Simulations

Unity 3D,2D: (GitHub)
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

Editor Scripting : (Make tool to create Card)
Editor window Unity, Making several tools for other developers
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Blender : (Tutorial)
3D modeling, 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