Seyed Morteza Kamali

Iran

smkplus3d@gmail.com

+989331394361

linkedin.com/in/seyed-morteza-kamali

Summary

My name is Seyed Morteza Kamali I was born to make games. I'm an experienced game developer seeking a new and satisfying work environment where my skills can be used to create future games. Enthusiastic about innovation in video games with a focus on mobile gaming. I have experience working as part of a team and individually.

Experience

Shahid Lashkari - Programmer

Islamic Republic of Iran Air Force

Jan 2022 - Feb 2023 (1 year 2 months)

I worked for the Iran Air Force as a game developer

I was responsible for:

- Developing the player character's movement mechanics and controls
- Implementing UI/UX elements, such as menus
- Iterating and refining gameplay based on playtesting feedback
- Testing and debugging the game for quality assurance

Shekarchi 2 - Programmer

Islamic Republic of Iran Air Force

Apr 2021 - Jan 2022 (10 months)

I was responsible for:

- Developing and implementing game mechanics
- Creating custom tools to enhance the game's functionality
- Designing and implementing engaging gameplay elements
- Building specialized tools to support the level designer's workflow

HyperCasual Games - Programmer

Nouranium

Apr 2020 - Apr 2021 (1 year 1 month)

During my experience working on various hypercasual games, my responsibilities included:

- Creating custom shaders, such as liquid shaders, painting shaders, and wool shaders, to enhance visual effects in the games.
- Developing custom tools to optimize and streamline the game development process.
- Implementing gameplay mechanics to ensure an enjoyable player experience.
- Crafting intuitive and visually appealing UI/UX elements, including shopping UI, reward systems, and advertisement UI.

Magical Dice - Programmer

Hamrah Pardazan
Jan 2020 - Mar 2020 (3 months)
Magical Dice is an amazing board game. Roll the dice, match 3 same dice to merge magic dice.

I was responsible for:
• Full implementation of the game, ensuring all components functioned seamlessly together.
• Implementing the match algorithm, enabling the merging of three identical dice.
• Creating captivating particle effects and special visual effects to enhance the magical ambiance of the game.
• Implementing a localization tool, allowing the game to be translated into different languages for a global audience.
Crafting an intuitive and visually appealing user interface and user experience, ensuring players could navigate the game effortlessly.

Marshal - Programmer
Hamrah Pardazan
Sep 2019 - Dec 2019 (4 months)
During my involvement in the Court piece or Hokm Card Game project, I had the following responsibilities:

• Implementing the gameplay mechanics of Court piece or Hokm, ensuring an accurate representation of
the rules and dynamics of the game.
• Developing a sophisticated bot AI system capable of predicting and making strategic decisions, while also incorporating difficulty control to provide varied levels of challenge for players.
• Creating custom shaders to enhance the visual experience, including transitions between game states and a shader to simulate burning cards. These shaders added visual flair and immersion to the game.

Puzzle - Programmer
Hamrah Pardazan
Aug 2019 - Sep 2019 (2 months)
During my involvement in a puzzle game project, I had the following responsibilities:

• Implementing the gameplay mechanics to create an engaging puzzle-solving experience for players.
• Developing and implementing a procedural puzzle generator, allowing for the dynamic creation of puzzles with varying levels of complexity.
• Creating a custom saving system specifically tailored for the puzzle game, ensuring players could save and resume their progress seamlessly.

GunSmoke - Programmer
Freelance (Self employed)
Jul 2019 - Aug 2019 (2 months)
Gun Smoke, a vertical-scrolling shooter arcade game released by Capcom in 1985, is an exciting project to remake.

During our work on remaking this game, my responsibilities included:

• Implementing advanced Enemy AI systems, ensuring challenging and dynamic enemy behavior that adds depth to the gameplay experience.
• Creating and implementing custom effects, such as explosions, particle systems, and visual enhancements, to enrich the game's visuals and make it more engaging.
• Designing and implementing player controls that are responsive, smooth, and intuitive, allowing players
to navigate the game with precision and ease.
• Developing and implementing thrilling boss fights, designing unique attack patterns and mechanics to provide memorable and intense encounters with formidable opponents.

Warior Cars - Programmer

Green Wings

Jun 2018 - Jun 2019 (1 year 1 month)

Warrior Cars, a vehicular combat game inspired by Twisted Metal, combines thrilling gameplay with a unique twist. In the game, weaponless players parachute from a "Battle Bus" traversing the map, engaging in intense scavenging, survival, and combat.

During my involvement in the project, my responsibilities included:

• Implementing Photon, a multiplayer networking framework, to facilitate seamless and responsive multiplayer gameplay experiences.
• Developing and implementing the core gameplay mechanics, ensuring smooth controls, engaging vehicular combat, and an immersive overall experience.
• Creating and implementing the "battle royal waves" system, which introduces dynamic waves of challenges or objectives that players must face collectively or individually. This system adds variety and excitement to the gameplay, keeping players engaged throughout the match.

Young Farmer - Programmer

Green Wings

Jan 2018 - Jun 2018 (6 months)

During my involvement in the farming game project, I had the following responsibilities:

• Implementing an Isometric grid system to provide the game with a visually appealing and structured layout, allowing players to navigate and interact with the farm from different perspectives.
• Developing and implementing the core gameplay mechanics, including tasks such as planting crops, harvesting, managing livestock, and engaging in other farming activities, creating an immersive and rewarding farming experience.
• Implementing touch scripts for navigation, enabling players to intuitively interact with the game using touch input on mobile devices or touch-enabled devices. These scripts facilitated smooth and responsive
navigation, enhancing the overall user experience.

The siege - Programmer

Master Mind Game Studio

Sep 2017 - Nov 2017 (3 months)

"The Siege" is an FPS shooter known for its easy and intuitive controls, vibrant 3D graphics, and thrilling gameplay.

During my involvement in the project, I had the following responsibilities:

• Developing and implementing the Enemy AI system, creating intelligent and challenging adversaries that provide engaging combat encounters for players.
• Designing and implementing the Shooting Mechanic, ensuring responsive and satisfying gameplay mechanics for weapon handling and accuracy.

Additionally, I worked on several custom shaders to enhance the visual experience in the game:

• Designing a night vision shader to simulate the distinct green tint and visibility effects associated with night vision goggles, enhancing immersion in low-light scenarios.
• Developing a rain shader to produce realistic rain effects, including particle-based raindrops and water splashes, contributing to atmospheric and dynamic environments.
• Designing weapons' special effects and shaders to bring visual impact and uniqueness to each weapon,
making them feel powerful and satisfying to use.
• Implementing a heat vision shader to simulate the infrared spectrum, allowing players to see heat signatures of objects and characters, adding a tactical element to gameplay.

Amaliyate Enhedam 3 - Programmer

Resane Gostar Benisi
Jun 2017 - Aug 2017 (3 months)
Amaliyate Enhedam 3 is an FPS shooter that provides players with an immersive gaming experience.

During my involvement in the project, I had the following responsibilities:

• Developing and implementing the Player Controller, focusing on creating smooth and responsive controls to ensure players have precise and enjoyable movement throughout the game.
• Designing and implementing various weapons, including their mechanics, animations, and balancing, to
provide players with a diverse and satisfying arsenal for combat.
• Creating an advanced Enemy AI system, incorporating intelligent behaviors and tactics to challenge players and create intense and engaging encounters.
• Additionally, I worked on several custom shaders to enhance the visual quality and aesthetics of the game:

• Creating an Animal Fur Shader to realistically simulate fur textures on in-game animal characters, adding
visual depth and realism to their appearance.
• Designing a Flag Shader to animate and render flag-like objects, bringing dynamic motion and visual interest to the game's environments.
• Developing a Weapon Shader to enhance the visual effects and details of the weapons, making them visually striking and appealing to players.
• Implementing various Image Effects to modify the visual output of the game, such as color correction, bloom, or depth of field, to enhance the overall visual atmosphere and immersion.

Indie Game Developer

Self-Employed
Jan 2013 - Jul 2016 (3 years 7 months)
I began my journey in game development by creating indie games using Adobe Flash ActionScript. Then, I continued making games using Unity 3D as my preferred tool for game development.

Education

University of Qom
Bachelor's degree, Computer Software Engineering
2015 - 2019

Skills

Software Design Patterns • Unity3D • C# • Shaders • Implementing UI • Artificial Intelligence (AI) • SOLID Design Principles • Object-Oriented Programming (OOP) • ShaderGraph • Optimization

Honors & Awards

Third place in Going Hyper - Nouranium
2021

Third place in Going Hyper - Nouranium
2020