Taher Samadi Shal

Game Developer

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Summary

Game developer with **10+ years of experience** designing and programming interactive experiences across PC, console, mobile, and web platforms. Skilled in **Unreal Engine, Unity, multiplayer networking, and AWS cloud integration**, with a strong track record of leading teams and delivering commercially released titles. Recognized for **rapid prototyping, performance optimization, and cross-disciplinary collaboration**, and passionate about creating engaging player experiences.

Skills

- **Game Engines:** Unreal Engine 5, Unity (2D & 3D)
- **Programming:** C++, C#, Blueprint, PHP, JavaScript, MySQL
- **Networking:** Photon Fusion, Photon Engine, Unreal Networking, AWS GameLift
- **Cloud & Tools:** AWS Lambda, DynamoDB, Cognito, API Gateway, Git, SVN, Plastic, Unity Cloud
- **Platforms:** PC, Mac, WebGL, iOS, Android, Steam
- **Other:** Shader Programming, Performance Optimization, Agile/Scrum**,** mentorship

EXPERIENCE

Mars Games, Winter Park, FL, USA - *Unreal Developer Internship*

December 2024 – present

- Develop gameplay systems in Unreal Engine (Blueprints & C++) to improve responsiveness and player experience.
- Implement multiplayer networking features, integrating AWS services including GameLift, Lambda, DynamoDB, Cognito, and API Gateway.
- Package client and dedicated server builds for deployment.
- Deploy and manage game servers on AWS GameLift fleets.

LiquidX, Malaysia, KL - *Lead Unity Programmer*

May 2023 – September 2024

- Led the smooth transition of a 3D multiplayer arena battler from an outsourced team, utilizing Photon Fusion for networking.
- Conducted interviews, recruited Unity developers, and mentored new hires to strengthen the development team.
- Collaborated with game designers and producers to align gameplay features with the product vision.
- Delivered the Alpha release on Steam.

DoubleCoconut, Yerevan, Armenia - *Lead Unity Programmer*

April 2021 – April 2023

- Developed and maintained core gameplay architecture for the multiplayer card game *Emergents TCG*.
- Implemented networking using Photon Engine, optimizing for mobile, WebGL, and desktop platforms.
- Conducted code reviews, maintained technical documentation, and presented weekly reports to stakeholders.

Badbadake Haft Aseman, Tehran, Iran - *Senior Unity Programmer*

October 2018 – March 2021

- Developed gameplay features and internal tools for *Naxia*, a 3D hack-and-slash RPG.
- Created custom shaders to achieve high-quality visual effects.
- Contributed to the early access launch on Steam, garnering positive community feedback.

EDUCATION

Islamic Azad University, Rasht, Iran- *Master of Business administration*

September 2012 - February 2015

Full Sail University, Winter Park, FL, USA- *Master of Game Design*

November 2024 - present

Achievements

- Released *Fractality*, winner of **Best Game of the Year** at the 10th Digital Media Festival (Iran).
- Alpha release of a 3D multiplayer arena battler on Steam within one year.
- Recognized with the **"Heavylifter" award** at Double Coconut for exceptional contributions.