

Yousef Borhani

Unity Developer



A Game developer with 3 years experience with 2D and 3D mobile games,
Skilled in developing Hyper-Casual games with 11 games live on official stores
Collaboration with high level publishers such as Voodoo and Supersonic and Moonee

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Experiences:

2020 - 2023

Unity Developer

Joyixir Studio

Developing mobile games and worked on 8 Hyper-Casual and 1 casual game
Used debugging techniques to identify issues and resolve errors.
Developed marketing tasks and increase project's IAP by 150%

2023 (Jan) -
2023 (Jul)

Unity Developer

Inex Studio

Developing Hyper-Casual games on WebGL and Android Platforms

Projects:

Kalamatic



Hurry Party



Doctor Tycoon



Stack Dust 3D



DIY iPear



Jewelry Store



Bank Defense



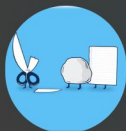
Fire Fighter



Idle Driller



RPS Run



Carousel Idle



Balls to Cup



Shopping Simulation



Education:

Bachelor of Science: Information
Technology

2016 - 2021

Courses:

HTML,CSS : Tehran Institute of
Technology

2017

Java SE: Laitech

2018

C++: W3Schools

2020

C#: W3Schools

2020

Unity: Unity Learn

2020

Beginner's Guide to Multiplayer Game
Development in Unity: Udemy

2020

Skills:

Unity

Git

C#

OOP

Photon

Gradle (Android)

WebGL

Xcode

Playfab

Game Analytics

Firebase

Game Ads

Fast Learner

Researching

Team working

Flexible Communication

Problem solving ability

Working under pressure

Languages:

Persian - Native

English - Advanced

German - Learning (A2)

Reference

MohamadAli Sharpasand

AmirHossein Hakimnejad

Role: CEO, Mentor

Role: Tech Lead, Mentor

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