



# Yousef Borhani

## Unity Developer

Unity Developer with 5 years of experience building 2D, 3D, and VR games for mobile, WebGL, and PC. Skilled in C#, Unity, and performance optimization, with a track record of delivering high-quality projects in collaboration with top publishers.

### Email

[yousefborhanii@gmail.com](mailto:yousefborhanii@gmail.com)

### Portfolio

<https://yousefbrh.github.io>

### Location

Tehran, Iran

## Work experience

### Inex Studio

Unity Developer, Jan 2023 – Present

- Developed hyper-casual games for WebGL, Android, iOS, and PC (Steam).
- Created a VR game using Unity's XR toolkit for WebGL and Android.
- Contributed to Flirt Master 3D, a game published by Moonee, achieving 1M+ downloads and a 4.05-star Google Play rating.
- Implemented analytics and ad systems to optimize monetization and engagement.
- Worked with cross-functional teams to ensure timely, high-quality project deliveries.

### Joyixir OÜ

Unity Developer, Jan 2020 – Jan 2023

- Developed multiple hyper-casual mobile games with publishers like Voodoo, Supersonic, and Moonee.
- Worked on Kalamatic, a casual game with 50K DAU, increasing IAP revenue by 150% and reducing bugs by 80%.
- Utilized advanced debugging techniques and closely collaborated with design and publishing teams to meet quality standards.

## Skills

C# Programming	Game Design Principles
Unity Engine Proficiency	Version Control System
Problem Solving	Physics and Mathematics
User Interface Design	Multiplayer Networking
Performance Optimization	

## Education

### Bachelor of Science in Information Technology

Azad University – Karaj, Iran 2016– 2021

## Certification & Courses

### The Ultimate Guide to Video Game Optimisation

Udemy

### The Ultimate Guide to VR with Unity: No Code Edition

Udemy

### Make Online Games Using Unity's Multiplayer Framework

Udemy

### The Ultimate Guide to Game Development with Unity (Official)

Udemy

## Languages

Persian – Native

English – Advanced

German – Intermediate

## References

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