Yousef Borhani

Unity Developer

Unity Developer with 6 years of experience, worked on approximately 30 projects, including high-scale titles with millions of installs.

Email
yousefborhanii@gmail.com

LinkedIn
https://www.linkedin.com/in/yousefborhani/

Portfolio
https://yousefborhani.me

Location
Tehran, Iran

Work experience

Incytel Studio → Jul 2025 – Feb 2026

- **Mencherz (6M+ installs)**
  - Designed and implemented two **game room** systems
  - Rebuilt client **matchmaking** for better player pairing
  - Contributed to a **province-based tournament** system
  - Fixed **UI** and **gameplay bugs**, improving stability
- **Hakemsho (500K installs)**
  - Rebuilt **LiveOps** to add events remotely
  - Simplified and redesigned panel **UIs**
  - Integrated and tested **online** features with **backend**
  - **Fixed bugs** and improved **performance**

Inex Studio → Jan 2023 – Jul 2025

- Built and shipped **15 games** on WebGL, Android, iOS, and PC
- **Optimized** high-traffic **WebGL** games for strong performance
- Led full **VR** game dev using Unity XR Toolkit
- Launched and managed a full release on **Steam**
- Built a kids' math **"Super App"** ecosystem
- Worked with cross-teams to hit tight **deadlines**

Ordibehesht Studio → Jan 2020 – Jan 2023

- **Kalamatic (1M installs)**
  - **Cut bugs** ~80% using **GameAnalytics** and **Sentry**
  - Refactored full **UI** and added **LiveOps and remote config**
  - Boosted **IAP** revenue ~150% via gameplay and monetization tweaks
  - Shipped **8 hyper-casual** projects with **major publishers**

Skills

OOP
SOLID principles
Async/await, Tasks, multithreading basics
Generics and interfaces
Events and Actions
Player controllers, AI, camera systems
Physics (Colliders, Rigidbodies)
Animation systems (Animator, State Machines)
MonoBehaviours & ScriptableObjects
GameObject lifecycle (Awake, Start, Update, etc.)
Object pooling
Profiling (Unity Profiler)
Design Patterns
Netcode
Git workflows
Code refactoring & maintainability

Education

Bachelor of Science in Information Technology
Azad University - Karaj, Iran 2016- 2021

Languages

Persian - Native
English - Advanced
German - Intermediate

Hobbies & Interests

Games (Obviously) (Specially Witcher 3)
Board Games
Music
Podcasts
Learning new stuff
Problem Solving
History
Tech Trends