

Alireza Tarahomi www.connect.unity.com/u/582098d832b306001aa51db4

Game Programmer and Unity Expert www.linkedin.com/in/alirezatarahomi

I am game programmer with more than 5 years experience and multiple published games.

I always try to learn new things and technologies and strengthen those technologies which I've learned before by reading, searching and working on the field.

I always learn things very fast and try to find best ways for programming because of performance and functionality.

I am unstoppable when it comes to crushing bugs and problems. While most programmers hate debugging, it's my specialty.

I've played many games so far and in addition to enjoy them, I scrutinize them in designing so I can be helpful.

Technical Skills and Areas of Expertise

- Game Programming
- (Gameplay, UI, AI, Network (UNet, PUN, Node.js), Shader, Audio (generative music by Pure data), Tools, Animation and optimization programming)
- Game Design
- Software development design patterns and methodologies
- Web Development (Front-end and Back-end)
- Strong mathematical knowledge

Game Development Skills

- Experience in most aspects of game programming
- Experience leading development
- First-hand knowledge of full game development cycle
- PC and Mobile Development
- Strong background in designing games
- Knowledge of 2D and 3D art in games

Work Experience

Freelancer

Oct 2017 - Present

Senior Game Programmer at Pinnacle Games Interactive	May 2017 - Sep 2017
Game Programmer at LootShake	Feb 2017 - May 2017
Senior Game Programmer at Black Cube Games	Jun 2013 - May 2017

Education

Bachelor's degree, Computer Software Engineering Kharazmi University	2012 - 2016
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Game Development Projects

Shadow Blade 2 (Vertical Slice)

Jul 2016 – Oct 2017

Shadow Blade 2 is a premium hack 'n' slash platforming game for mobile and PC. The story happens in a cyberpunk universe and players control a cyborg ninja called Aka. The previous titles are published by Crescent Moon for mobile platforms and have been in Editor's Choice on the App Store. The game is in alpha state and completely playable on mobile devices and PC.

Moomin House

Sep 2015 – Oct 2015

Moomin House is a casual game that will be published on iOS, Android and Windows Phone 8.1.

This game has 2 mini games, one of them is Moomin Building which you try to put floors on each other to make tallest building as much as possible. The second one is Moomin Dive which is happened under the

sea and you try to avoid contacting with obstacles.

Red Gun (Cancelled Title)

Apr 2013 – Apr 2013

Red Gun is a rail shooter side scrolling game for Android, iOS and PC.

Time Cut

Dec 2016 – Jun 2017

Time cut is an arcade game for iOS and Android devices.

The game is based on concentration and acting quickly. You have to focus on drum sounds and wait till the turret shoots at you. You can cut the bullet by tapping on the screen while the bullet is near. If you miss the bullet or tap before the right time, you will get hit and game will restart. Your goal is to reach the turrets on each scene and destroy them.

TimeCut contains 3 different game modes which are different, engaging and very challenging.

Bilingo

Mar 2016 – Jun 2016

Bilingo is a combination of game and app for learning language (English, Persian and Arabic).

Infantimals

Feb 2016 – Aug 2016

Infantimals is a unique, fast and challenging arcade game for iOS and Android devices.

Use your expertise to swipe up to feed the animals and keep them alive!

Your goal is to correctly feed the animals and prevent them from getting sick as long as you can. Challenge your friends and see how high you can get!

Tricorn

Feb 2016 – Sep 2016

Tricorn is twitch reflex game for Android devices.

In Tricorn, you control a triangle which can only pass through white obstacles. Also have to turn your triangle red to break red obstacles. You can move your triangle left and right by touching the screen and turn your triangle red by holding both sides.

Courier++

Jul 2014 – Nov 2014

Courier++ is an arcade game for iOS and Android. By tapping on the screen, you can control your courier for passing stone columns to avoid contacting with them. If it happens you'll lose.

I was sole programmer and developer of this video game and also I developed all features and mechanics of the game.

Spring Fish

Apr 2016 – Jun 2016

Spring fish is a casual game for Android devices.

Hold your finger on the screen and then by your instinct release your finger to allow your fish to jump and pass the obstacles in the game. This simple mechanism can be addictive.

KharWar

Mar 2016 – May 2016

KharWar is a Side scrolling mobile game for Android devices.

By tapping on the screen, you can control your courier for passing stone columns to avoid contacting with them and shoot the enemies to kill them.

If you contact with enemies or columns you'll lose.

Mallak

May 2017 – Jul 2017

Mallak is a business simulation game (tycoon game). You play as a real

estate employee for buying, selling and renting apartment and houses.

For links, images and videos , you can check my LinkedIn or Unity Connect profile.