Omid Saadat

Game Programmer / 3D Generalist

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Goals:

To use my experience and enhance my skills, learn more and help to make the world a better place to live.

Education:

Bachelor of Engineering (B.E.) , Computer Graphics

▶ Karaj Islamic Azad University 2006-2010

Experience:

▶ Game Programmer and Production Manager at PooyeGaam (08/2017-Present)
▶ Senior Game Programmer at Electrogryphon Game Lab (09/2015-08/2017)
▶ Game Programmer and tool developer at BitByterz (01/2014 – 08/2015)
▶ Game Programmer and 3D Generalist at Shexel Studio (03/2012 – 05/2015)
▶ 3D Freelancer at Artland3d (2013 – 01/2015)
▶ Senior Character/Environment Artist at FSR Company (2007 - 2013)
▶ VFX Artist/ 3D Generalist at Ghoghnouse Fan o Honar (2012)
▶ Computer Graphic Manager at Sepid (07/2012 - 01/2013)
▶ CAD Designer at PIROD (01/2006 - 02/2009)

Skills:

▶ 5 years' experience in Game Programming.
▶ 7 years' experience in Virtual reality, Animation and Video games. Containing 3D Modeling, UV mapping, texturing, shading/rendering, animating.
▶ 3D and 2D game development pipelines.

Software Skills:

- Unity 3D (C#, MVCS, ECS).
- YoYoGames Game Maker (GML)
- 3D Studio Max
- Maya
- Zbrush
- Adobe Photoshop
- Adobe Premier

Video Games:

- Shahrzad – Title: Programmer (Mobile/PC)
- Memoranda - Title: Programmer (PC)
- Chic – Title: Programmer (Mobile/PC)
- Torobche Series (1-2-3)– Title: Programmer (Mobile)
- Death Statue Video Game - Title: Generalist/Technical Artist (PC)
- TankBazi - Title: Programmer/Artist (Mobile)
- ChickenRiderFrog – Title: Programmer/Artist (Mobile)
- Satyar: Return to Parseh - Title: Project Manager (An academic project 2007)

LinkedIn Profile