

Omid Saadat

Game Programmer / 3D Generalist

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A motivated individual looking for a challenging role that allows the use of knowledge and skills acquired throughout academic career, as well as to learn new skills and gain further knowledge in order to play a vital role for a company to gain competitive advantage. I am enthusiastic, adaptable, responsible and reliable. Being a cohesive team player and a highly self-motivated worker, I am organized, possessing excellent time management skills. Challenges and goals motivate me, as does further training and acquiring new skills to improve my work performance. A hardworking, enthusiastic and sociable individual, self-motivated with the ability to succeed in a varied environment, multi-disciplined with meticulous attention to detail. Excels under pressure I am innovative, dynamic and driven by challenges and responsibilities to achieve the best results by implementing good work ethic.

Experience:

- Freelance Game Programmer at [Cultural Infusion](#) (07/2018-Present)
 - Successfully designing architectures for fast responsive games using DDD (Data-Driven Design).
 - Effectively implementing procedural workflows to reduce costs of development.
 - Working closely with other team including game design, art, back-end and test to consider games performance, stability and maintainability.
 - Creatively designing Unity editor tools in most effective and cost saving way for game designers and artists to easily tweak and balance game mechanics, look and feel.
 - Successfully supporting versioning of all company games using Git version controller under GitHub.
- Game Programmer and Production Manager at [PooyeGaam](#) (08/2017-07/2018)
 - Successfully managing development process in a highly challenging projects and reporting and presenting regular progress to CEO to ensure project is on a right path.
 - Successfully designing a framework with dependency injection for an extendable and maintainable game.
 - Working closely with game development and marketing teams to make sure development process meets final product requirements.
 - Problem solving and changing development path to meet the goals with minimum cost in limited time.
 - Effectively defining standards for development team to achieve seamless and well documented contents.
- Senior Game Programmer at [Electrogryphon](#) Game Lab (09/2015-08/2017)
 - Creatively prototyping games and technical demos to be able to feel raw ideas, estimate costs and consider efficiency of design.
 - Successfully programming gameplay, UI and editor tools for game designers and artists to reduce costs and development time.
 - Work closely with other teams in an Scrum framework with daily and weekly sprints, update tasks or re-arranging priorities to ensure development efficiency.
 - Creatively designing and implementing reusable codes, tools or packages to use them in similar situations in projects
- Game Programmer and tool developer at [BitByterz](#) (01/2014 - 08/2015)
 - Successfully programming Gameplay, UI and editor tools for game designers and artists to reduce costs and development time.

- Problem solving and changing game mechanics and features on limited time.
- Game Programmer and 3D Generalist at [Shexel Studio](#) (03/2012 – 05/2015)
 - Preparing complex 3D models using 3D Studio Max, Maya, Blender and Zbrush, UV (Unwrapping), Texturing using Photoshop and Gimp and rendering game cinematics and animations using V-Ray, MentalRay and Lumion.
 - Effectively designing, prototyping and programming 2D games and mobile application using GameMaker studio.
- 3D Freelancer at [Artland3d](#) (2013 – 01/2015)
- Senior Character/Environment Artist at FSR Company (2007 - 2013)
- VFX Artist/ 3D Generalist at Ghoghhouse Fan o Honar (2012)
- Computer Graphic Manager at Sepid (07/2012 - 01/2013)
- CAD Designer at PIROD (01/2006 – 02/2009)

Teaching Experiences:

- Unity 3D mentor at IranGameDevelopmentInstitute – 2017-2018
- Computer programming teacher at Pasargad Colledge – 2015
- Training 3D modeling to trainees at FSR Company 2010 – 2013

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, DDD)
- 3D Studio Max
- Maya
- Zbrush
- Adobe Photoshop
- Adobe Premier

Video Games:

- [Joko`s World](#) – Title: Programmer (Android/IOS)
- [Gambeet Planet](#) – Title: Programmer (Android)
- [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)

Education:

Karaj Islamic Azad University 2006-2010 ([KIAU](#))

Bachelor of Engineering , Computer Graphics

[LinkedIn Profile](#)