

# Omid Saadat

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Passionate about video games, game development, and technical challenges. Expert in Unity3D, C#, and 3D modeling with extensive experience in game programming, tool development, and technical artistry.

## Capabilities & Experiences:

- Shader Programming: Node-based and Code-based
- Tool Development: Stand-alone, Editor Extensions, and In-Game Tools
- Procedural Generation: Textures, Meshes, Levels, etc.
- VFX, Simulation and Particle Systems
- Game Architecture & Design Patterns: MVC, ECS, DDD
- Automated Build Pipelines & CI/CD: GitLab Runner and Jenkins

## Experience:

### Senior Technical Artist at Ubisoft Blue Byte [01-2024 - Present][Dusseldorf/Germany]

- Developed shaders for MR/VR projects in Unity.
- Actively participated in rapid prototyping and development of multiple projects.

### Freelance Technical Artist at Gameloft Toronto [07-2022 - 04-2023][Istanbul/Turkey]

- Optimized art pipeline for increased development speed supporting both legacy in-house engine and Unity
- Profiled and optimized game performance for mobile devices using Unity Profiler
- Developed tools for artists and designers to improve workflow and reduce human error
- Prepared educational materials on technical requirements for different teams, such as Git for artists

### Lead Programmer and Technical Artist at LeMoonade [10-2021 - 07-2022][Istanbul/Turkey]

- Provided technical solutions, technology, shaders, tools, and pipeline for a blockchain-based game
- Created a fully interactive 3D static website using Unity for CryptoRoomZ Project to introduce the product, showcase the work, and show off technical capabilities.
- Developed a dedicated task execution system for executing website interactive object behaviors.

### Technical Artist At Cafe Bazaar [09-2020 – 07-2021][Karaj/Iran]

- Provided technical solutions, technology, shaders, tools, and pipeline to four different F2P mobile game titles.
- Developed an optimized and easy-to-use camera system for game designers in a racing game.
- Wrote an editor tool called OpenJuice for developers and designers to juice up two games.
- Prepared comprehensive documentation containing standards for 2D and 3D art pipelines for +30 people.
- Conducted two teams of +10 developers and artists to optimize assets and codes. Analyzed and optimized projects to satisfy art and performance needs and keep the balance between beautiful and

fast.

### Lead Game Programmer At Arsam Robotics [01-2020 – 12-2021][Part-Time][Karaj/Iran]

- Provided technology, tools, and pipeline for a physical/digital toy with four digital games.
- Provided solutions in challenging situations based on deadlines, budget, and human resources.
- Formed a team of 2 other developers to have an optimized pipeline, delivering data from android native image processing library to Unity.
- Coded an API in Unity to map Android native image processing data into in-game events and data.

### Gameplay Programmer At Garaj Games [10-2019 – 10-2020][Tehran/Iran]

- Implemented core gameplay mechanics in Unity using C# for a Match3 game.
- Built an editor tool in Unity for game designers to make +10 levels per day.
- Developed a bot in Unity to play levels and measure their difficulty and playability.

### Freelance Game Programmer At Cultural Infusion [07-2018 – 09-2019][Karaj/Iran]

- Structured DDD (Data Driven Design) architectures for fast, responsive music-based games in Unity.
- Effectively implemented procedural workflows to convert designed levels into JSON format and read them in Unity to increase development speed.
- Worked closely with other teams, including game design, art, back-end, and test, to consider game performance, stability, and maintainability.

### Iran Game Development Institute [10-2017 – 10-2018][Part-Time][Tehran/Iran]

- Taught Unity game engine to beginner-level students.
- Taught the best architectures and features to use with the Unity game engine in advanced game development courses to intermediate students.

### Game Programmer At Pooyegaam [08-2017 – 07-2018][Tehran/Iran]

- The technically managed development process in a highly challenging online pet game, reporting and presenting regular progress to the CEO to ensure the project is on the right path.
- Coded a framework with dependency injection in Unity for an extendable and maintainable game.
- Worked closely with game development and marketing teams to make sure the development process met final product requirements.

### Senior Game Programmer At Electro Gryphon Games [09-2015 – 08-2017][Tehran/Iran]

- Built game prototypes and technical demos to be able to feel raw ideas.
- Built editor tools for game designers and artists to validate their designed levels and produced assets.
- Programmed gameplay and maintained code-base using Unity and C# for a top-down shooter game for mobile platforms.

### Game Programmer And Tool Developer At Bitbyterz [01-2014 – 09-2015][Tehran/Iran]

- Wrote gameplay, UI, and editor tools for game designers and artists for Memoranda (A point-Click adventure game based on Murakami novels).

## Game Programmer And 3D Generalist At Shexel [03-2012 – 01-2015][Part-Time][Tehran/Iran]

- Created complex 3D models using 3D Studio Max, Maya, Blender, and Zbrush, UV(Unwrapping), Textured using Photoshop and Gimp, and rendered game cinematics and animations using VRay, MentalRay, and Lumion.
- Designed, made prototypes, and wrote three games and two mobile applications using GameMaker Studio.

## Senior Character/Environment Artist At Fsr Company [09-2007 – 10-2013][Karaj/Iran]

- Modeled 3D environment and characters, Unwrap, and texture.
- Mentored 3D animator to achieve usable character rigs and animations in-game
- Created max scripts tools to automatically bake lighting in five levels and export them from 3dsMax into Leadwerks game engine.

## Education:

Karaj Islamic Azad University (KIAU), 2006-2010 - Bachelor of Engineering, Computer Graphics

## Awards:

- Best Game Award for SATYAR: RETURN TO PARSEH on 2nd Broadcast Engineering Conference, 2007

## Interests:

- Video games: Heroes of the Storm, Journey, Engareh, Devil may cry 3, The Neverhood, Kingdom Rush, Plant vs. Zombies, Genshin Impact, HomeScapes!
- Board games: Catan, Saboteur, Carcassonne
- Anime: One Piece, Naruto, Black Clover
- Music: Folklore, Pop, Jazz