

OMID SAADAT

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Passionate about video-games, programming and game development

SKILLS

- Languages: C# (.Net Core/Standard, Mono), Python.
- Expert in Unity3D.
- Tool programming (build pipeline, asset management, level editor, data converter, systems)
- Experience with maintaining and refactoring large scale code-base.
- Multi-threaded and asynchronous programming.
- Application architecture and design patterns, MVC, Entity Component System, Plugin System.
- Test-driven programming, Unit testing, Integration testing.
- Experienced with automated build pipeline, CI/CD with GitLab runner and Jenkins.
- Familiar with Shader programming and render pipelines.
- Experienced with version control systems, Git, SVN and familiar with Perforce.
- Expert in 3D modeling, texturing and lighting.

EXPERIENCES

LEAD GAME PROGRAMMER AT ARSAM ROBOTICS [2020 – PRESENT][PART-TIME]

- Provided technology, tools and pipeline for a physical/digital toy with 4 digital games.
- Built a solution in challenging situation based on deadline, budget and human resources.
- Formed a team of 2 other developers to have an optimized pipeline, delivering data from android native image processing to Unity.
- Coded an API in Unity to map Android native image processing data into in-game events and data.
- Developed a state machine in Unity to independently implement game logic for each state.

TECHNICAL ARTIST AT CAFE BAZAAR [2020 – 2021]

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

GAMEPLAY PROGRAMMER AT GARAJ GAMES [2019 – 2020]

Home Design (F2P Match3 Game)

- Implemented core gameplay mechanics in Unity using C#.
- Built an editor tool in Unity for game designer to make +10 levels in a day.
- Operated a bot in Unity to play levels and measure their difficulty and playability.
- Designed a fake physic system to for Match3 block behaviors.

FREELANCE GAME PROGRAMMER AT CULTURAL INFUSION [2018 – 2019]

JOKO'S WORLD (Musical game series)

- Structured DDD (Data Driven Design) architectures for fast responsive music based games using Unity and C#.
- Effectively implemented procedural workflows to reduce costs of development.
- Worked closely with other teams including game design, art, back-end and test to consider games performance, stability and maintainability.
- Designed 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.
- Supported versioning of all company games using Git version control under GitHub.

IRAN GAME DEVELOPMENT INSTITUTE [2017 – 2018]

- Taught Unity to beginner level students.
- Taught Unity architecture and features for games in an advanced game development course.

GAME PROGRAMMER AT POOYEGAAM [2017 – 2018]

- Technically managed development process in a highly challenging online pet game, reporting and presenting regular progress to CEO to ensure project is on a 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 development process meets final product requirements.
- Solved problems and changed development path to meet the goals with minimum cost in a limited time.
- Defined standards for development team to achieve seamless and well documented contents.

SENIOR GAME PROGRAMMER AT ELECTRO GRYPHON GAMES [2015 – 2017]

- Built game prototypes and technical demos to be able to feel raw ideas.
- Programmed gameplay, UI and editor tools for game designers and artists.

Helter Skelter (Top-down shooter game for mobile platforms)

- Programmed gameplay and maintain code-base using Unity and C#.

Shahrzad (F2P hidden-object game)

- Implemented game mechanics and economy, UI system, Asset loading/Streaming and a foldable 3D map in menu.
- Optimized game size by 80 percent and performance by 40 percent for mobile devices.

GAME PROGRAMMER AND TOOL DEVELOPER AT BITBYTERZ [2014 – 2015]

Memoranda (Point-Click adventure game based on Murakami novels)

- Wrote gameplay, UI and editor tools for game designers and artists.
- Solved technical problems and implement new game mechanics and features on limited time.

GAME PROGRAMMER AND 3D GENERALIST AT SHEXEL STUDIO [2012 – 2015]

- 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.

3D FREELANCER AT ARTLAND3D [2013 – 2015]

- Modeled complex 3D models, Unwrap and texture.
- Rendered in Blender and Keyshot

SENIOR CHARACTER/ENVIRONMENT ARTIST AT FSR COMPANY [2007 – 2013]

- 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 2006-2010 (KIAU)
Bachelor of Engineering, Computer Graphics

AWARDS

- Best game award for *SATYAR:RETURN TO PARSEH* on 2nd broadcast engineering conference – 2007

FAVOURITES

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, Sabateur, Rising the flags

Anime: One piece, One Punch Man, Naruto

Music: Pop, Jazz