

Omid Saadat

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Passionate about video-games, game development and technical challenges.

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.
- Familiar with shader programming.
- Multi-threaded and asynchronous programming.
- Game architecture and design patterns, MVC, Entity Component System, DDD, etc..
- 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, lighting and postprocessing.

Experiences:

Lead Programmer and Technical Artist at LeMoonade Games [2021 - Present]

- Provided technical solutions, technology, tools and pipeline for a NFT Game.
- Created a fully interactive 3D static website using Unity for CryptoRoomZ Project to introduce the product, showcase the work and showoff technical capabilities.
- Developed a dedicated task execution system for executing website interactive objects behaviors.
- Designed a project structure and a boilerplate to easily develop hyper casual games.

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 designers 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 optimize assets and codes.
- Integrated creative assets containing VFX, shaders and animations in Unity engine.
- Analyzed and optimized projects to satisfy art and performance needs, and keep the balance between beautiful and fast.

Lead Game Programmer At Arsam Robotics [2020 – 2021][Part-Time]

- Provided technology, tools and pipeline for a physical/digital toy with 4 digital games.
- Provided solutions in challenging situations 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 library 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.

Gameplay Programmer At Garaj Games [2019 – 2020]

- 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.
- Designed a fake physics system for Match3 block behaviors to increase game performance.

Freelance Game Programmer At Cultural Infusion [2018 – 2019]

- Structured DDD (Data Driven Design) architectures for fast responsive music based games using Unity and C#.
- 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 games performance, stability and maintainability.
- Designed Unity editor tools in the 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 game engine to beginner level students.
- Taught best architectures and features to use with Unity game engine in advanced game development courses to intermediate students.

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 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 meets final product requirements.
- Solved problems and changed the development path to meet the goals with minimum cost in a limited time.
- Defined standards for the 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.
- Built editor tools for game designers and artists to validate their designed levels and produced assets.
- Programmed gameplay and maintain code-base using Unity and C# for a top-down shooter game for mobile platforms.
- Implemented game mechanics, UI systems, Asset loading/Streaming and a foldable 3D map in the main menu for a hidden-object game.
- 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 implemented new game mechanics and features in limited time.

Game Programmer And 3d Generalist At Shexel Studio [2012 – 2015][Part-Time]

- 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 [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

Favorites

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

Music: Pop, Jazz