

Mohammad Shahriari

Software Engineer-Game Developer – C#, Unity, .Net

moh.shah96@gmail.com

[linkedin.com/in/mohshah](https://www.linkedin.com/in/mohshah)

(portfolio) moh-shah.github.io

Experienced software engineer with extensive knowledge in mobile live-games and +6 years of coding experience. Specialized in software engineering and game development, proficient in designing game software architecture, core mechanics and enhancing player experiences on mobile platforms.

EXPERIENCES:

Unity Developer, [Medrick FZE](#), Sep 2020 – January 2024 (3 years and 4 months)

- As the technical lead for [Mighty Wars](#), an online turn-based PvP game, I led a team of 3 client developers and 1 server developer. Besides leading the tech team, as a client developer, I was responsible for developing core game mechanics and designing the architecture of gameplay systems. Additionally, I implemented several other systems, including tracking analytics events, AB testing, interactive tutorials, and live ops events.
- Contributed as a member of the company's technical chapter, collaborating on the development of technical pipelines and visions and contributed to the technical interview process for new developers.
- Participated in the architectural design and development of the company's in-house infrastructure for a [Live Ops System](#).
- Maintained and extended the [Hokm](#) project, a multiplayer card game, through regular updates.
- Developed social features, including chat, groups, and friends, for [Emma's Mansion](#) project, a match-3 game with a decoration meta. Also worked on building its iOS version.
- Maintained and extended [BabaShah](#) and "Heshmat" projects, which share the same gameplay but have different meta, taking over from the main developer who left the studio.

Back-End Developer, [Part Games Studio](#), MAY 2019 – JULY 2020 (1 year and 2 months)

- Developed backend systems for profile management, purchase verification, and matchmaking in a real-time PvP game [Battle Arena](#). Utilized .Net Core, MongoDB, and socket programming.
- Created a server application for profile management, leaderboard, chat, and purchase verification in the idle-clicker game "King Keyvan," using .Net Core and MongoDB.
- Developed a socket-based server application for a real-time strategy/tycoon game designed for a 2-day educational event called "[Game-In](#)" at [Sharif University of Technology](#).

Unity Developer, [Part Games Studio](#), MAY 2018 – MAY 2019 (1 YEAR)

- Developed a story-driven point and click adventure game called "Lost Days" for Android.
- Contributed to the client-side development of the real-time multiplayer strategy project called [Game-In](#).
- Worked on the development of a project called "mini games," creating approximately 10 different mini-games as an Android application.

Game Designer, Teetotum, NOVEMBER 2017 – MAY 2018 (7 MONTHS)

- Designed a puzzle game from concept to publication, including level design, writing GDD, and contribution in economy design.
- Managed the publishing phase, including app store screenshot designs and descriptions.

EDUCATION:

Bachelor's Degree in Software Engineering, Azad University, Central Tehran Branch

SKILLS:

- Software Engineering:
 - Proficient in software architecture design.
 - Knowledgeable in design patterns and principles such as SOLID and code smells.
 - Experienced in practicing Test-Driven Development (TDD) methodologies.
- C#:
 - Expertise in C# programming language, including advanced features like multi-thread programming, LINQ, reflection, and asynchronous programming.
- Unity:
 - Proficient in Unity engine, specializing in game development for mobile devices and WebGL.
 - Skilled in Android build tools and experienced with iOS app build pipelines.
 - Familiarity and up-to-date knowledge of new Unity technologies, including Addressables, Localization, Net Code, UI Toolkit, and DOTS.
 - Experienced in integrating and using third-party SDKs for development, analytics, attribution and advertisements.
- Gameplay Programming:
 - Proficient in implementing core mechanics from scratch. From ideation and rapid prototyping to production-level implementation.
 - Skilled in implementing interactive tutorials for core-game mechanics.

- Live-Game Maintenance:
 - Proficient in keeping the game alive in the maintenance phase.
 - Experienced in adding new liveops events, implementing A/B tests, and shaping update pipelines within the team.
- Game Networking:
 - In-depth understanding of network architectures (such as client-server and P2P) and concepts (like client prediction, lag compensation, determinism).
 - Experience with TCP, UDP, and WebSocket communications.
 - Familiarity with [Photon](#) and [Mirror](#).
 - Proficiency in working with [Nakama's](#) Unity client SDK.
- Back-End Development:
 - Experience in developing web APIs using .NET Core.
 - Knowledgeable in working with databases such as MongoDB, SQL Server, and in-memory databases like Redis.
 - Understanding of Docker and container concepts.
 - Familiarity with the [Nakama](#) Back-End Framework.
- Experience working in Scrum-based environments and adhering to Scrum principles.
- Version Control Tools and Principles:
 - Proficient in using Git, including Git commands, git flow, and branching rules.
 - Knowledgeable in code review and merge policies.

LANGUAGES:

- English (Proficient)
- Persian (Native)