Seyed Morteza Kamali

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https://smkplus.github.io/MyResume/

Summary

My name is Seyed Morteza Kamali I was born to make games. I'm an experienced game developer seeking a new and satisfying work environment where my skills can be used to create future games. Enthusiastic about innovation in video games with a focus on mobile gaming. I have experience working as part of a team and individually.

Experience

Unity 3D Developer

Islamic Republic of Iran Air Force

Apr 2021 - Feb 2023 (1 year 11 months)

I was responsible for:

- Developing and implementing game mechanics
- Creating custom tools to enhance the game's functionality
- Designing and implementing engaging gameplay elements
- Building specialized tools to support the level designer's workflow

HyperCasual Games Developer

Nouranium

Apr 2020 - Apr 2021 (1 year 1 month)

During my experience working on various hypercasual games, my responsibilities included:

- Creating custom shaders, such as liquid shaders, painting shaders, and wool shaders, to enhance visual effects in the games.
- Developing custom tools to optimize and streamline the game development process.
- Implementing gameplay mechanics to ensure an enjoyable player experience.
- Crafting intuitive and visually appealing UI/UX elements, including shopping UI, reward systems, and advertisement UI.

Casual Game Developer

Hamrah Pardazan

Aug 2019 - Mar 2020 (8 months)

I have worked on a variety of game projects, including a puzzle game, Court piece or Hokm Card Game, and Magical Dice.

For the puzzle game, I implemented engaging gameplay mechanics and created a procedural puzzle generator for dynamic puzzle creation. Additionally, I developed a custom saving system for seamless progress saving.

In the Court piece or Hokm Card Game project, I focused on implementing accurate gameplay mechanics, creating a sophisticated bot AI system, and designing custom shaders for visual enhancements.

For Magical Dice, I was responsible for the full implementation of the game, including the match algorithm and captivating particle effects. I also implemented a localization tool for multi-language support and crafted an intuitive user interface for a seamless user experience.

Through these projects, I have gained experience in creating engaging puzzle-solving experiences, implementing accurate game mechanics, designing visual effects, and enhancing user interfaces.

Unity 3D Developer

Green Wings

Jan 2018 - Jun 2019 (1 year 6 months)

I have worked on different game projects, including a farming game and a vehicular combat game called Warrior Cars.

In the farming game, I implemented an Isometric grid system for a visually appealing layout. I also developed core gameplay mechanics such as planting crops, harvesting, and managing livestock. Additionally, I implemented touch scripts for intuitive navigation on mobile devices.

For Warrior Cars, I utilized the Photon multiplayer networking framework to enable seamless multiplayer gameplay. I focused on creating engaging vehicular combat mechanics and implemented a dynamic "battle royal waves" system for added excitement.

Overall, I have experience in creating visually appealing environments, implementing core gameplay mechanics, and enhancing multiplayer experiences.

Unity 3D Developer

Master Mind Game Studio

Sep 2017 - Nov 2017 (3 months)

"The Siege" is an FPS shooter known for its easy and intuitive controls, vibrant 3D graphics, and thrilling gameplay.

During my involvement in the project, I had the following responsibilities:

• Developing and implementing the Enemy AI system, creating intelligent and challenging adversaries that provide engaging combat encounters for players.
• Designing and implementing the Shooting Mechanic, ensuring responsive and satisfying gameplay mechanics for weapon handling and accuracy.

Additionally, I worked on several custom shaders to enhance the visual experience in the game:

• Designing a night vision shader to simulate the distinct green tint and visibility effects associated with night vision goggles, enhancing immersion in low-light scenarios.
• Developing a rain shader to produce realistic rain effects, including particle-based raindrops and water splashes, contributing to atmospheric and dynamic environments.
• Designing weapons' special effects and shaders to bring visual impact and uniqueness to each weapon,
making them feel powerful and satisfying to use.
• Implementing a heat vision shader to simulate the infrared spectrum, allowing players to see heat

signatures of objects and characters, adding a tactical element to gameplay.

Unity 3D Developer

Resane Gostar Benisi

Jun 2017 - Aug 2017 (3 months)

Amaliyate Enhedam 3 is an FPS shooter that provides players with an immersive gaming experience.

During my involvement in the project, I had the following responsibilities:

• Developing and implementing the Player Controller, focusing on creating smooth and responsive controls to ensure players have precise and enjoyable movement throughout the game.
• Designing and implementing various weapons, including their mechanics, animations, and balancing, to
provide players with a diverse and satisfying arsenal for combat.
• Creating an advanced Enemy AI system, incorporating intelligent behaviors and tactics to challenge players and create intense and engaging encounters.
• Additionally, I worked on several custom shaders to enhance the visual quality and aesthetics of the game:

• Creating an Animal Fur Shader to realistically simulate fur textures on in-game animal characters, adding
visual depth and realism to their appearance.
• Designing a Flag Shader to animate and render flag-like objects, bringing dynamic motion and visual interest to the game's environments.
• Developing a Weapon Shader to enhance the visual effects and details of the weapons, making them visually striking and appealing to players.
• Implementing various Image Effects to modify the visual output of the game, such as color correction, bloom, or depth of field, to enhance the overall visual atmosphere and immersion.

Education

University of Qom

Bachelor's degree, Computer Software Engineering

2015 - 2019

Skills

Software Design Patterns • Unity3D • C# • Shaders • Implementing UI • Artificial Intelligence (AI) • SOLID Design Principles • Object-Oriented Programming (OOP) • ShaderGraph • Git

Honors & Awards

Third place in Going Hyper - Nouranium

2021

Third place in Going Hyper - Nouranium

2020