

BEHNAM JAFARI

SENIOR UNITY DEVELOPER



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About Me

Senior Unity Developer with 7 years of experience in Unity, teamwork, mentoring, C#, Clean Code, and version control. Proven ability to lead teams in developing high-quality, successful projects. Experienced in building, testing, and deploying mobile games. Applying for the position of Senior Unity Developer to create innovative and engaging experiences for players.

Experience

Ubaste Games (Cafebazaar) October 2022 - January 2023

Technical Lead

- Provided technical guidance to 5 teams of developers working on hyper-casual games.
- Collaborated with the marketing team to identify potential publishers and game ideas.
- Hands-on in the implementation of hyper casual games, utilizing expertise in Unity.
- Delivered high-quality games that were well received by players.
- Acted as a leader and mentor to the development teams, fostering a positive and productive work environment.
- Contributed to the overall success of the company in the gaming industry.

Freelance December 2021 - October 2022

Senior Unity Developer

- Contributed to the successful publication of "Gem Wizard Tactics" on the mobile platforms
- Experienced in delivering high-quality hypercasual projects on time and within budget
- Skilled in implementing various features and functionality, including game mechanics and graphics
- Strong knowledge of game development tools
- Adept at working independently or as part of a team and collaborating with stakeholders
- Provided valuable advice to teams on technology selection and solution implementation
- Committed to delivering innovative and engaging user experiences while ensuring the highest standards of quality.

Aban Kianseh September - December 2021

Senior Unity Developer & Scrum Master

- Designed and developed tools for artists and level designers to improve level creation in Unity
- Oversaw the preparation and publishing of a mobile game for Android devices
- Served as Scrum Master, managing tasks and deadlines for sprints
- Contributed to the successful launch of a Kickstarter campaign for one of our games

Paezan Studio April - September 2021

Senior Unity Developer

- Contributed to the development of a large-scale online Unity game as a Senior Unity Developer
- Read and understood existing code to implement various tasks related to UI, gameplay, and backend development
- Acquired valuable experience in backend development
- Continuously sharpened skills as a Unity developer
- Worked as part of a team to deliver a high-quality game experience.

Joyixir Studio June 2015 - February 2021

Co-Founder & Lead Game Engineer

- Co-founded the game development studio
- Hands-on experience in all aspects of game development
- Designed, implemented, and released successful games
- Won the People's Choice Award for the "Kalamatic" project
- Received the award for Best Multiplayer Game in IMGA MENA for the "4 Wheelers" project
- Mentored junior developers and provided training and guidance for skill development in the game development industry.

Education

2016

Barajin/Qazvin

Bachelor of Information Technology