

Sayed Mohammad Hosseini

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Objective

Co-Founder of Papata Game Studio and creative programmer with a four-year experience in developing free to play mobile games with a strong working knowledge of gameplay algorithms. Beside skills of programming, well-versed in 3D art for games. Interested in machine learning implementation and data mining.

Education

MASTER OF SCIENCE | 2016 | SHAHID BEHESHTI UNIVERSITY, TEHRAN, IRAN

- Civil Engineering, Earthquake Engineering, GPA: 4/4(17/20)

BACHELOR OF SCIENCE | 2012 | UNIVERSITY OF ISFAHAN, ISFAHAN, IRAN

- Civil Engineering, GPA: 3/4

Skills & Abilities

PROGRAMMING LANGUAGES:

- C# (Advanced)
- SQL(Basic)

GAME ENGINE

- Unity 3D (4 years)

GAMEPLAY PROGRAMMING

- Designing gameplay system and implementing them in C# including: physics programming, weapon systems, NPC AI
- Familiar with “analytic geometry” and vector math

COMPUTER GRAPHICS

- 3D Modeling, UV and texturing, lighting and rendering (Intermediate)

SOFTWARE

- Unity 3D, Visual Studio, SourceTree, Weka
- Maya, Zbrush, Photoshop

Professional Experience

SEBGHAT | 3D ARTIST | PAPATA STUDIO | 2015-2016

- Real time, multiplayer, drag racing mobile game.

8TH INVASION | GAME DESIGNER, PROGRAMMER, 3D ARTIST | PAPATA STUDIO | 2015-2016

- Endless, first person shooter mobile game.

8TH INVASION 2 | GAME DESIGNER, LEAD PROGRAMMER, 3D ARTIST | PAPATA STUDIO | 2016-2017

- Endless, first person shooter mobile game.

KICK MASTER (CUT) | PROGRAMMER, 3D ARTIST | PAPATA STUDIO | 2016- 2017

- Online multiplayer, real-time free kick game.

BYTEFURY | LEAD PROGRAMMER, SYSTEM DESIGNER | PAPATA STUDIO | 2017-2018

- First person shooter platform for Unity 3D.

HEAVY SEBGHAT | PROGRAMMER | PAPATA STUDIO | 2018-PRESENT

- Real time, multiplayer, trucks drag racing mobile game.

Awards and Accomplishments

- Nominated and Invited as the Special Guest for Participating in Unite Europe 2017 between more than 500 Candidates
- Ranked 1st in Iran Game Development Institute, 48 hours Game Developing Challenge, Tehran, Iran, 2017
- Invited Guest Speaker to National Game Development Marathon, Isfahan, Iran, 2015/2016
- Ranked 1st in Global Start-up Weekend, 2014 and 3th in Global Start-up Weekend Event, 2013, Tehran, Iran
- Awarded Shahid Beheshti University Fellowship for M.Sc., 2013
- Awarded University of Isfahan Fellowship for B.Sc., 2007
- Coursera Certification in Gamification, 2012

Volunteer Activities

- Mentor of Game Development Institute, University of Isfahan, Isfahan, Iran 2015-Present
- Instructor of "Getting Started with Game Development" Workshop, Sheikh Bahaei University, Isfahan, Iran, 2017
- Instructor of Introduction to UX in Video Games Workshop, Isfahan, Iran, 2017
- Instructor of 3D Art for Game Programmers Workshop, Isfahan, Iran, 2015

Language Skills

- Persian: Native
- English: Fluent

Hobbies

- Bicycling, walking, swimming and of course playing video games
- Favorite games: Dota 2, Witcher 3, Dead Redemptions, GTA V, COD, , Metal Gear Solid, Prince of Persia (Warrior Within), Minecraft, Fahrenheit

References

*Available upon request