

Arya Hosseini

Montreal, Canada

Portfolio: <https://arya-h03.github.io/home>

GitHub: <https://github.com/Arya-H03>

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SUMMARY

Passionate Junior Developer with a strong background in game development using Unity and Unreal Engine, as well with experience in database management, application and frontend development. Skilled in tackling challenges with creativity and technical expertise while collaborating with dynamic teams.

SKILLS & KNOWLEDGE

Technical Skills: Unity, Unreal Engine, C#, C++, LUA, SQL, HTML, CSS, JavaScript, GitHub, Maya, Agile

Personal Skills: Problem Solving, Adaptability, Communication, Teamwork, Creativity

Languages: English, French, Farsi, Kurdish

Interests: Video Games, Weightlifting, Soccer, Music

PROFESSIONAL EXPERIENCE

Unity Gameplay Programmer Intern

2024

Baobab Games

Montreal, Canada

- Collaborated on the development of DION, a multiplayer survival shooter, contributing to implementation of key systems.
- Designed and integrated a dynamic item storage system, ensuring client-server synchronization.
- Debugged and optimized gameplay mechanics, resolving issues with construction, storage, and multiplayer sync.
- Participated in live playtests and QA, gathering feedback and refining features to meet design goals.
- Coordinated with team members using agile methods, ensuring timely task delivery through sprint meetings.

PERSONAL PROJECT

Sanctum of Sorrow

2023 - Present

Unity

[Play Game](#)

Personal

- Developed a 2D action-platformer infused with roguelike elements inspired by Metroidvania games.
- Created a modular player and enemy controller system, allowing flexible behavior adjustments.
- Synchronized character animations with gameplay actions like attacking, running, and jumping.
- Programmed a dynamic randomized ability system resulting to repayable gameplay.
- Integrated 2D artwork, sound effects and shaders, enhancing visual appeal and audio experience.
- Implemented SOLID principles leading to a maintainable and scalable core systems.

EDUCATION

DEC – Computer Science, Video Game Programming

2022 – 2024

LaSalle College

Montreal, Canada

Bachelor – Engineering Science

2021 – 2022

University of Tehran

Tehran, Iran