



# Sina Rahmani

## Game Developer

DoB: 1992-11-01

Single

Exemption



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www.sina-rahmani.me



England

## Skills

|               |     |
|---------------|-----|
| C++           | 80% |
| C#            | 80% |
| Python        | 20% |
| Java          | 20% |
| Unity         | 80% |
| Unreal engine | 20% |
| DirectX 12    | 40% |
| OpenGL        | 40% |
| WPF           | 40% |
| Windows form  | 20% |
| Win32 API     | 20% |
| git           | 40% |

I began my career as a game developer in 2019, starting with Unity. I worked as a Unity programmer at several companies for about four years. Then, I pursued a master's degree in Computer Games at City St. Georges, University of London. During my studies, I started learning graphics APIs like OpenGL and DirectX 12. Currently, I'm planning to learn Unreal Engine 5 and further improve my skills in DirectX 12 and OpenGL.



## Education

### Bachelor of Electrical Engineering

Branch: Communications

Institute/University: Sharif University of Technology

Tehran, Iran

2011 - 2018

### Master of Computer Games Technology with VR

Institute/University: City St George's, University of London

London, England

2024 - Present



## Work Experience

### Unity Developer

Karizma Game Studio

Tehran, Iran

August 2022 - September 2024

#### Tasks and Achievements

- Programming and developing changes for the 'Yatzy' mobile game with Unity Engine.
- Developing the 'Farkle' Mobile game with Unity Engine
- Writing guidelines and documentations for implementing various parts in both 'Yatzy' & 'Farkle' games
- Technical Manager of the 'Yatzy' project

## Social Network

 S\_Rahmani1992

 sina-rahmani-1a2a33131

 s-rahmani1992

 447762439113

## Language

### English

IELTS Academic

|           |    |
|-----------|----|
| Reading   | C1 |
| Writing   | B2 |
| Speaking  | B2 |
| Listening | C1 |

## Certificates

### Programming in C++

Institute: Tehran Institute of Technology

April 2018

### Unity Game Engine

Institute: Tehran Institute of Technology

February 2019

## Hobbies

Listening to music

Playing video games

Watching movies

### Unity Developer (Part-time, Remote)

Happy Galaxy Studio

Rasht, Gilan, Iran

January 2022 - April 2022

#### Tasks and Achievements

- Developed the game 'Happiness Planet' mobile game for Android with Unity Engine.
- Developed some educational mobile games for Android with Unity Engine.

### Unity Developer (Part-time)

Inotek

Tehran, Iran

February 2021 - July 2021

#### Tasks and Achievements

- Developing the required changes for the 'Scoop' mobile game with Unity Engine.
- Building Publishable output releases of the 'Scoop' game for Android & IOS

### Unity Developer (Contract mode)

Fotros Pouya Rayaneh

Tehran, Iran

August 2019 - May 2020

#### Tasks and Achievements

- Developed the 'Lantern' game using Unity Engine for Android and Windows
- Developed the 'Popcorn' mobile game using Unity Engine for Android.

### Electrical Engineer

Bargh Ara

Tehran, Iran

October 2018 - May 2019

#### Tasks and Achievements

- Programming for power systems simulation through Matlab software



## Projects

### Quantum Engine

For: MSc's final project

September 2025

A ray tracing render engine implemented in C++ that uses DirectX 12 as its graphics API.

Link: <https://sina-rahmani.me/quantum-engine/>

## Route

For: University's Coursework Project

April 2025

A game developed in C++ using OpenGL, where a car moves along a path to collect coins.

Link: <https://sina-rahmani.me/route>

## FunBoardGames

For: Personal Project

November 2023

A multiplayer game developed with Unity that features several board games players can join and play together.

Link: <https://sina-rahmani.me/fun-board-game/>

## Happiness Planet

For: Happy Galaxy Studio

December 2021

A mobile game developed with Unity that features several educational mini-games for children.

Link: <https://sina-rahmani.me/happiness-planet/>

## Lantern

For: Fotros Pouya Rayaneh

November 2020

A 2D puzzle game developed with Unity.

Link: <https://sina-rahmani.me/lantern/>