



# Sina Rahmani

## Game Programmer

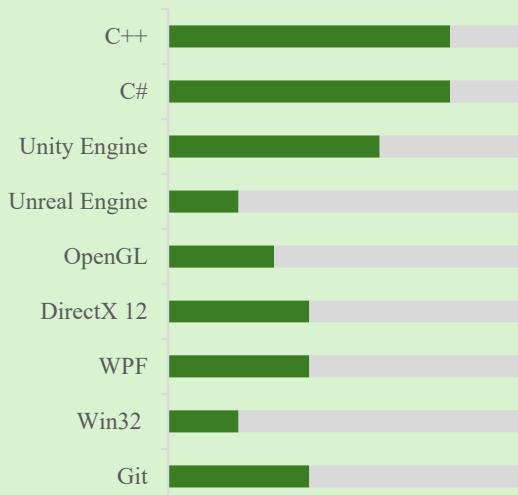
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### ABOUT

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,

### SKILLS



## EDUCATION

### City St. Georges, University of London

Sep 2024 – Nov 2025

MSc in Computer Games Technology with VR

### Sharif University of Technology

Oct 2011 – Sep 2017

BSc in Electrical Engineering

## WORK EXPERIENCE

### Karizma Studio - Senior Unity Developer

Sep 2022 – Sep 2024

Contributed to the development of the 'Yatzy' and 'Farkle' mobile games in Unity, produced technical documentation for both projects, and served as Technical Manager for Yatzy, guiding its technical direction and team coordination.

### Happy Galaxy Studio – Unity Developer

Jan 2022 – Apr 2022

Developed the Happiness Planet mobile game and several educational Android titles using the Unity Engine, delivering complete gameplay functionality and polished mobile experiences.

### Inotek – Unity Developer

Feb 2021 – July 2021

Developed required updates for the Scoop mobile game in Unity and produced publishable builds for both Android and iOS platforms.

### Fotros Pouya Rayaneh – Unity Developer

Aug 2019 – May 2020

Developed the 'Lantern' game for Android and Windows using Unity, and created the 'Popcorn' mobile game for Android with a full Unity-based implementation.

## PROJECTS

### Quantum Engine -- MSc Final Project

A C++ DirectX 12/Win32 render engine supporting rasterization and ray tracing. [More Details](#)

### Route – Coursework Project

A C++ OpenGL game where a car follows a complex path to collect coins. [More Details](#)

## HOBBIES

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- Listening To Music
- Watching movies
- Video games

### Fun Board Games -- Personal Project

A multiplayer game developed with Unity that features several board games players can join and play together. [More Details](#)

### Happiness Planet – Company Project

A Unity mobile game with children's educational minigames, developed at 'Happy Galaxy' Studio. [More Details](#)

### Lantern – Company Project

A Unity 2D puzzle game, my first published title, created for 'Fotros' Studio. [More Details](#)