

# Ali Rezvani

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## Profile

Over the years I've had the chance to tap into different parts of development; From architectural design to DevOps, I always find new challenges fascinating, Especially when they involve something that piques my interest.

## OpenSource

### OXC(The Oxidation Compiler)

Mar 2024 - Present

"A collection of JavaScript tools written in Rust."

#### Core Team Member

- Improve the ergonomics of the fundamental APIs
- Improve performance
- Active development and architectural improvements
- Part of the working group focusing on JS Transformations
- Help with integration with the Rolldown bundler
- Improve code stability and safety
- Develop cutting-edge build/CI pipeline

### The Fuse Programming Language

Oct 2023 - Present

"A statically typed, portable programming language that can target Lua and alternative runtimes."

#### Creator

- Experiment with different parsing ideas
- Experiment with ADTs(Algebraic Data Types)
- Experiment with structural and nominal type systems
- Experiment with linear type systems and borrow checking

### NERDTree

Aug 2023 - Present

"A tree explorer plugin for vim."

#### Maintainer

- It is a mature plugin written in Vim language
- I keep it maintained and occasionally add some requested features

### Tryumph

Dec 2023 - Present

"A better way of error handling in javascript!"

#### Creator

- Provides rust-like and go-like error handling for both sync and async operations

### Xtory

Jan 2018 - Present

"a tool for writing branching nonlinear stories."

#### Creator

- Intuitive Node-based approach to writing non-linear stories.

- Writing Conversations using nodes, With dialogue options and conditional scenarios.
- Character creator with back story and conversation tracking for writing better characters, NPCs, and stories.
- Xtory is Cross-Platform!
- It comes with xtory-parser, An open source C++ story parser for implementing xtory stories in your game engine.
- Unity3D Open Source Package(via xtory-parser)
- Extendable with plugins
- Open source and free to use for writing stories, Both in commercial and personal projects.
- Easy to version control project structure, Emphasizing breaking down flows into sub-flows to enable teams to work on different parts of the story simultaneously.

## Experience **Infinite8**

Jan 2022 - Aug 2023

### Technical Lead, Senior Software Engineer

- Led R&D for new technologies and use of cutting-edge infrastructure for services
- Implemented automated unique NFT generation based on Genetic Algorithms
- Created general architecture of "SpeedFreaks", Focusing on encapsulation of microservices with minimal inter-service interaction for agile development and increased productivity while keeping the overall structure clean
- Developed Photoshop, Substance Painter, and custom OpenCV processing tools to enable artists to realize their imaginations more easily than ever before
- Worked closely with the game designers on fine-tuning Genetic Algorithms, proactively finding issues with an in-game economy, and developing solutions for a frontier Web3 product designed with the Play To Earn model in mind.
- Worked on Metaverse technologies with other departments to bring seamless in-browser 3D experience with High Fidelity graphics

## **Funomenal Games**

Sep 2020 - May 2021

### Lead Software Engineer, Lead Graphics Engineer

- Developed a 2D render pipeline optimized specifically for handling high amounts of real-time lights in low-end devices such as Mobiles and Consoles
- Prototyped game mechanics, Before moving into preproduction and working closely with the game designers to balance adjustments
- Created "Spine Compatible" shaders enabling artists with custom animation features and dynamic lighting support.
- Led other developers towards achieving the collective vision of multiple departments while developing new techniques for actually being able to deliver the results with a reasonable performance
- Trained Junior Developers

## **IHP**

Apr 2019 - Aug 2020

### Lead Software Engineer

- Created in-house UnityMVVM framework to accelerate other developers by providing them with a strong foundation to build upon

- Simultaneously Worked on multiple projects while communicating with other departments to keep most of the code reusable between projects from different clients
- Developed in-depth debugging tools for monitoring events, Including GUI events from UnityMVVM
- Worked with other teams towards more stability in UnityMVVM.Core and add more features in UnityMVVM.Extensions

### **Ramand(AKA Rashin)**

Oct 2018 - Apr 2019

Senior Unity Developer, Technical Director

- Prototyped new game ideas, With multiple approaches to its mechanics and multiple variations on each for extensive AB tests
- Created node-based project configuration manager and bootstrap code generator for handling multiple platforms, stores, and payment methods
- Implemented mobile shaders with actual support for Subsurface scattering, Cavity, Triplanar Texture Mapping, and very efficient implementation of Light Cap which originally been used in ZBrush for lighting high amounts of vertices with minimum performance impact
- Integrated AssetBundles(predecessor to Addressables) into the production pipeline

### **Noa Games**

Oct 2016 - Mar 2018

Senior Software Engineer

- Developed a fast 2D soccer simulation AI written in pure C++11
- Developed backend features using CakePHP and nginx
- Incorporated Unity Debugger, PHP xdebug, and C++ GDB for seamless debugging experience across multiple parts of game logic right from UnityEditor
- Worked on gameplay mechanics and balancing new and previously published content

### **Education**

I Graduated from Mas'saeb High School in Tehran, Iran in 2016. I attended a semester at Islamic Azad University in Tehran, Iran in 2016, But did not earn a degree.