

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, And I always find new challenges fascinating, Especially when it involves something that piques my interest.

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 for enabling the artists to realize their imaginations easier than ever before
- Worked closely with the game designers on fine-tuning Genetic Algorithms, proactively finding issue with an in-game economy and coming up with solutions for a frontier Web3 product designed with 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 for balancing adjustments
- Created "Spine Compatible" shaders enabling the artists with both custom animation features and custom 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 with 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 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.