Javad KhashabiZadeh (Arsham)

Unity Game Developer

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Summary

Game Engineer with 7+ years of experience developing high-performance games and interactive systems, with a focus on science-based approaches and software engineering best practices. Specialized in gameplay programming, procedural content generation, realistic simulations, and solving complicated algorithmic challenges. Spearheaded multiple projects from concept to completion, ensuring optimization, engineering rigor, and the delivery of high-quality products for both mobile and desktop platforms.

Education

Shiraz University
M.Sc. in Artificial Intelligence
2019-2022

Shiraz University
B.Sc. in Software Engineering
2015-2019

Shahid Chamran Univ. of Ahvaz
B.Sc. in Software Engineering
2014-2015

Skills

- C#, C++, Python
- Software Engineering Principles (Architectures, OOP, Design Patterns, etc.)
- Unity 3D, Unreal Engine
- Physics, Mathematics, Academic research
- 3D Modeling, Texturing, Animation
- Machine Learning, Neural Networks, TensorFlow, Metaheuristic Optimizations
- Agile, Scrum, Git, Jira

R&D Interests

- Computer physics-based simulations
- Physically-based character animations
- 3D simulation innovations
- 3D graphics optimizations

Languages

- Persian: Native
- English: Proficient

Portfolio

www.arkly.me/portfolio

Work Experience

arkly • Global — 2018-present
Self-Employed Game Engineer
- Developed various cross-platform games and interactive desktop applications, considering performance and user engagement with client retention rate of 90%.

Blue Monkey Studio • France — Numerous Contracts | 2020-2024
Gameplay Prototype (core mechanic) Developer – Unity 3D
- Implemented the core gameplay of **Flex Run 3D** (Android, iOS) published by VOODOO which attracted 30M+ players.
- Engineered engaging and creative core mechanics with innovative implementation approaches.
- Delivered polished, high-performance mobile experiences for mobile platforms.
- Launched 20+ (hyper-)casual games' core mechanics across diverse genres.
- Developed various internal tools to assist designers, automate tasks and reduce manual work.
- Performed code review of junior teammates.
- Optimized and polished existing (legacy) games codebases achieving up to 40% performance improvement.

AAH Software • UK • (online Version – African Market Test) — Remote Contract | 2024
Neuro-Psychological Semi-Interactive App – Unity 3D
- Implemented a multilingual interface for African villagers, improving accessibility and user engagement.
- Architected and created a detailed 3D African market environment, enhancing the app's cultural relevance.

Surf The World • France • (iOS) — Remote Contract | 2024
Mobile surfing game with realistic waves and animations – Unity 3D
- Engineered a fully customizable procedural wave generation system using spline-based algorithms, enhancing wave realism for mobile platforms.
- Created smooth, detailed, semi-procedural character animations.
- Achieved 60+ fps on lower-end iPhones with memory-optimized mesh regenerations.

Virtual Drive • India • (Store 1) | (Store 2) — Remote Contract | 2020
A 3D car driving simulator with realistic physics and control systems – Unity 3D
- Structured from the ground up, with precise handling of real-life car dynamics based on mechanical formulations (realistic motor torque system, manual gearboxes, etc.)
- Integrated Logitech G27/G29 steering wheels support (full API), including clutch and H-pattern gear shifting.
- Enabled hardware lock along with subscription generation tools.
- Implemented traffic, pedestrian, and control systems optimized for low-end PCs (**Active City**).

Institute for Research in Fundamental Sciences (IPM) • Iran — Contract | 2016
Game Developer – Unity 3D
- Developed an interactive Neurofeedback system controlled via Kinect V2 Sensor.
- Collaborated with a team of Neuroscientists and doctors to perform cross-functional R&Ds.

Projects

Active City
Traffic and pedestrian management tool for Virtual Drive – Unity 3D
- Created an internal editor tool for waypoint and intersection placement.
- Designed spline-based road and pedestrian path systems with adjustable smoothness.
- Optimized to handle large-scale simulations with hundreds of cars and pedestrians even on low-end PCs.

Tishe
Persian word and trivia game with innovative 3D art
- Managed all aspects, including coding, 3D models, textures, mechanics, content, etc.
- Implemented a fully automated level generation tool.
- Featured in-app purchases, a currency system, 50+ downloadable levels, and scoreboards.
- Attained a position in the "top newly released games" at *Café Bazaar* (The largest Iranian Android App Store)
- Achieved over 1500 downloads in the first week.