

# Amir Rahmani

- *Resume*

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## Professional Summary

I'm a passionate game developer who created my first video game at the age of 12. With over five years of experience in game development, programming, and 3D modeling, I have honed my skills in Unity, C#, and game optimization. I am a natural problem solver who thrives on learning new technologies and overcoming challenges. My goal is to collaborate with a team of like-minded, passionate individuals to create engaging and high-quality gaming experiences.

## Skills:

### Game Development & Programming

- Unity expert with 5+ years of experience in 2D & 3D game development.
- Proficient in C# and object-oriented programming, specializing in gameplay mechanics, AI, and physics simulations.
- Experienced in implementing and optimizing complex game systems (e.g., train physics, procedural generation).

### Game Asset Creation & Optimization

- Skilled in low-poly 3D modeling, UV mapping, texturing, and rigging for optimized real-time rendering.
- Focus on asset efficiency for mobile gaming, ensuring high performance with minimal draw calls.

### Game Performance Optimization

- Specialized in mobile performance tuning, reducing memory usage and enhancing frame rates.
- Expertise in Unity profiling tools, LODs, texture compression, multithreading, and Addressables.
- Implemented custom pathfinding, physics optimizations, and efficient rendering techniques.

**Languages:** Persian (Native), English (Fluent)

## May Latest Project: **TrainWorks2**

An open-world train simulator that runs on mid-end mobile devices with 60 FPS and awesome graphics

- Developed and optimized a mobile train simulator game with [100K+] organic downloads.
- Implemented realistic train physics, fuel systems, and damage mechanics.
- Created an in-game financial system with progression and in-app purchases.
- Resolved performance bottlenecks, reducing memory consumption using Addressables.
- Created All the models, textures, visual effects and UI
- Designed all the sounds using real-life recordings

