



SEYED SADEGH EFTEKHARI

Programmer

Game Developer

Artist

sadeqeft@gmail.com

Youtube Channel

LinkedIn Profile

Portfolio Page

Skills

C# C++ UE 5 Unity

Java HTML VS

Adobe Photoshop Blender

Adobe Illustrator

3D Modelling Animation

Math Physics

Interests

Video Games

Visual Art

Crafts

Travel

Education

COMPUTER SCIENCE
ASSOCIATE'S DEGREE

SADJAD university of technology
IRAN

Languages

Persian

English

Profile

Programmer, Game Developer and Artist with over 10 years of experience in making games for PC and mobile platforms. Experienced in inventing and prototyping gameplay systems and game mechanics of various genres including action and sport games. Expert in Unreal Engine and its tools in addition to a long history of making games using Unity. Worked on various game projects with multiple teams and developed and published over 50 mobile games and more game assets.

Please visit my [Portfolio](#) web page for more information

Career

Black Rose Developers

Game designer, Lead Game Programmer, Artist 2024 – 2025

- Designing and Programming Game Templates using Unity engine.
- Developing Tools for developers in Unity engine.
- Creating art Sci-Fi, Fantasy and characters assets.

JOY SMASH GAMES

Game designer, Lead Game Programmer 2020 – 2023

- Designed and programmed over 50 mobile games.
- Programmed gameplay loops in Unity.
- Programmed physics mechanics in games
- Programmed custom servers for online games

Freelance Game Developer

Game designer, Game programmer, Artist 2010 – present

- Programming games in Unreal Engine / C++.
- Created multiple games and demos with UE.
- Programming Animations for Characters in UE.
- Create Technical Art samples in UE.

Projects

Metal-X Force (UE / C++)

It's a top-down shooter game demo I worked on, developing gameplay, art and AI from scratch.

- Programmed gameplay in C++
- Programmed AI and Behaviours
- Programmed 360 Aim and Run smooth animation for main character.
- Modelling and animating characters and environment in blender

Gameplay Footage

Barn Mayhem (Unity / C# / Java)

This was a 2D tower defence game for mobile platforms, featuring a single player campaign and Online PvP mode.

- Designed and Programmed gameplay loop for offline and online matches.
- Programmed Custom UDP/Socket server and client system.
- Programmed ready to use UI system.
- Created 2D arts and Animations for the game

Gameplay Footage

In Fence Soccer 3D (Unity / C#)

A real time cartoon 3D soccer game with fun graphics and gameplay.

- I designed and programmed the main game loop for 4v4 match.
- Programmed ball's physics and movement.
- Programmed AI for opponent team.
- Programmed players states and animations.
- Modelled and Animated players in 3Ds Max.

Gameplay Footage

Please visit my [Portfolio](#) web page for more details on projects