



NADER SEDIQ

SENIOR UNITY AND UNREAL ENGINE DEVELOPER

ABOUT ME

I am a computer graphic and game developer with a background in mathematics and have been working and teaching in the computer graphics and game industry for more than 10 years. Over the years, every problem has brought me challenges that I love to solve.

EDUCATION

University of Tehran, Iran - 2008

Master of Pure Mathematics

- Thesis: expander graphs and Zig-Zag product

University of Kharazmi, Iran - 2005

Bachelor of Applied Mathematics

CONTACT INFORMATION



Address: Unit.5, No.5, 4th West
Arghavan Alley, St.Ashrafi Esfahani,
Tehran, Iran. 1477637986



(+98) 912 3674 864



www.nsediq.ir



nader.sediq@gmail.com



[nader.sediq](https://www.instagram.com/nader.sediq)



[nsediq](https://www.linkedin.com/company/nsediq)

EXPERIENCE

Senior UNREAL ENGINE Developer

Black Cube Games [Jan 2024 - Present] [Senior Developer]



Realm Of Fame Game [Jun 2024 - Present]

- Implement Wrestling Technique
- Implement Joystick Gesture Detection
- Implement Reward System

Senior UNITY Developer

Black Cube Games [Jan 2024 - Present] [Team Leader]



Rampage Riders Game [Jan 2024 - Jun 2024]

- Implement Traffic System
- Implement UI and UX and Audio
- Optimize game performance and build size for SAFARI and Chrome
- Implement ReadyPlayerMe SDK



BackStreet Mayhem Game [Jan 2024 - Jun 2024]

- Optimize game performance and build size for SAFARI and Chrome
- Implement ReadyPlayerMe SDK

Derafsh Kaviani [2019 - Present] [Team Leader]



Football Stars Game [May 2019 - Jan 2024]

- Optimize game performance and APK build size
- Implement soccer field via unity shader
- Implement self host server and client side logic for game MMO via Photon
- Implement dynamic tutorial system
- Implement game BOT for detect valid shoots via field's walls
- Implement game physic engine (convert 2D collision to 3D)
- Develop In-House AD system
- CI/CD, integration and configuration between Jenkins/Jira/Unity/Discord



Pardazesh Negar Rashin [2016 - 2019] [Team Leader]



PC Fútbol Stars Game [Feb 2017 - Dec 2019]

- Develop game AI based on decision tree
- Develop gameplay physic engine based on collision in 2D
- Implement client API services like Login, Register, Leader board, News, ...
- Develop online competition using Photon
- Implement UI/UX via unity NGUI
- Write clear and maintainable code in gameplay, AI and network
- Integrate Steam and Google Play Services into the game

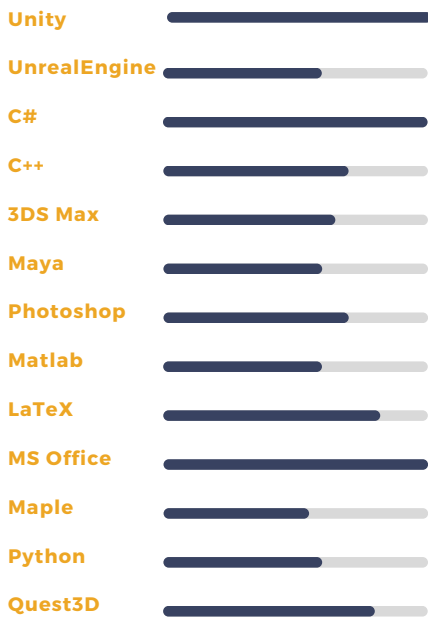


Saychin Game [Feb 2016 - Apr 2017]

- Build optimized tool for auto load/upload unity asset bundles from server
- Rewriting a responsive UI with minimum draw calls
- Implement a mechanism to create shadows with minimal processing
- Develop an optimized module classes to use multi-advertisement network



SOFTWARE SKILL



LANGUAGE

Persian : Native

English : Proficient

Turkish : Proficient

Script Developer

Nasir Simulation Company [2012 - 2012] [Script Developer]



Nasir Simulator [Apr 2012 - Jul 2012]

- Develop **MmToO** Plugin via MaxScript (Export 3DSMax Material To Ogre3D)
- Geometric correction of cylindrical displays Distortion and Warping

MIM Animation Studio [2012 - 2015] [Script Supervisor]

Saham-Khiam Animation [May 2013 - Nov 2015]

- Develop **SandRiver** and **Objec2Particle** Plugins via MelScript in Maya

First Graders Animation [Jul 2012 - May 2013]

- Develop **Morhin** and **Lava** Plugins via MaxScript in 3DSMax

TEACHING EXPERIENCE

University of Kharazmi [2023 - 2024]

- Virtual Reality

Iran Game Development Institute [2022 - Present] [Mentor]

- Kish Game Jam [Mar 2023]
- Bushehr Game Jam [Dec 2022]
- Bushehr Game Jam [Feb 2023]
- Kermanshah Game Jam [Aug 2022]

University of Science and Culture [2017 - 2021]

- Computer Game Design

University of Iran Computer and Video Games Foundation [2013 - 2014]

- Discrete Mathematics
- Elementary Physics I
- Linear Algebra and Analytic Geometry

Azad University [2011 - 2012]

- Computer Graphic
- Applied Calculus I
- Discrete Mathematics
- Applied Calculus II

SKILLS AND EXPERIENCE

- Strong in analyzing the problem and finding the optimal solution for it
- Strong programming skills in C#, OOP, Design Pattern and Clean Code
- Strong experience in Unity Engine
- Strong knowledge in the software development lifecycle for online games
- Strong knowledge of 3D math and good Logical and Analytical skills
- Excellent teamwork skills, flexibility, and ability to handle multiple tasks
- Excellent experience in adding and configure plugins or SDK (such as Steam, Google Analytics, Firebase, Unity IAP, Photon, Odin Inspector, ...)
- Excellent experience in UI/UX
- Editor and tools programming
- Excellent experience in Shader programming
- Good skills in Maya, 3DsMax, After Effect, Photoshop, Premier
- Good skills in Mathematics software such as Matlab, Maple, Mathematica
- Good understanding of back-end development
- Considerate of performance, memory and networking limitations for various platforms and how to adapt design around these challenges
- Good knowledge of MS SQL Server application development, NoSQL
- Installation, integration and configuration of Jenkins CI/CD
- Good knowledge of Multi-thread/ Asynchronous Programming
- Experience with Agile/Scrum managed project
- Experience with version control concept and tools such as SVN, Git, Jira, ...
- Hands-on experience with Linux in LPIC1 & LPIC2 level
- Good experience in Unity Test Framework and TDD

PUBLICATIONS

- Hassan Yousefi Azari Nejad, Nader Sedigh, and Alireza Ashrafi . "On the szeged index of some benzenoid graphs applicable in nanostructures." ARS COMBINATORIA 90, no. (2009) : 64-55.
- Saeed Haidary, Reza Hosnavi and Nader Sediq . "Using graph theory in planning diplomatic relations in the field of multilateral diplomacy." National Conference on Application of Mathematics & Information Technology in Politics & International Relations 2, no. (2010) : 95-108