### Nima Sattari

Computer Engineer (Software)

I am a passionate researcher and programmer with +5 years of experience in the field of software development. Have Experience in teaching undergraduate classmates courses like math and physics. Have an understanding of object oriented programming, design patterns, SOLID and have used them in projects.



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### **WORK EXPERIENCE**

# **Programming Summer Internship** Medrick game studio

06/2021 - 09/2021

Tehran

Achievements/Tasks

- C# Programming
- OOP Programming
- Unity Game Engine

#### Unity & C# Developer MediaHamrah

06/2023 - 09/2023

Achievements/Tasks

- C# Programming
- Unity Development
- SDK Development

## **Unity Developer**Freelance and Startup

01/2022 - Present

Has worked as a freelancer with companies like Rassan, FRiazi, 2Axion, IWCO, T-learning, Manataz

Achievements/Tasks

- lead developer of 8 freelance projects
- lead developer and co-founder of 2 startups

### **EDUCATION**

# Bachelor Of Science / Computer Software Engineering

Mahallat Institute Of Higher Education

09/2017 - 03/2022 76.4% (15.28 out of 20)

# High School Diploma / Mathematics and Physics

Imam Musa Sadr High School

09/2013 - 05/2017

82.95% (16.59 out of 20)

#### **SKILLS**



#### **PERSONAL PROJECTS**

## 8 Published Android & Computer Games (01/2021 - Present)

- Microsoft Azure Playfab
- Game Analytics
- Steamworks
- Mirror Networking
- Netcode For GameObjects

#### Content-Based Recommender System (01/2020 - 03/2020)

- Python
- scikit-learn
- pandas

#### **Published Course**

teaching Unity and C#

#### LANGUAGES

English

German

Full Professional Proficiency

Limited Working Proficiency

Persian

Native or Bilingual Proficiency

### **RESEARCH INTERESTS**

Recommender Systems Computer Games

Computer Graphics Cloud & Fog Computing

Big Data Analytics Virtual Reality

VR XR AR Development