

ALIREZA PAKSAZ

+98 9113676099

a.paksaz@outlook.com

github.com/Alireza-Paksaz24



Summary

I am a passionate Gamer and Game Developer, with a recent graduation in Computer Engineering from Amirkabir University. My expertise spans developing engaging, innovative games across multiple platforms. I've successfully developed three Android clone games and several small web games, demonstrating my ability to craft immersive gaming experiences. Additionally, I have experience integrating Large Language Models (LLMs) into applications, harnessing their intelligence to elevate program functionality and user interaction.

Skills

- **Programming Languages:** C#, Java, Python, Go, ASP.Net, Django, C, C++, Kotlin
- **Game Development:** Unity, Godot
- **Version Control:** Git
- **Others:** MySQL, SQL SERVER, Docker, Prompt Engineering, UI/UX Design, Android Studio, Jetpack Compose

Education

Bachelor's Degree in Computer Engineering: Amirkabir University of Technology | Tehran, Iran

Languages

- English: Intermediate (B2)

CERTIFICATIONS

- Unity Developer Course – Medic Academy
- Using AR Foundation in Unity –

Projects

- **Galaxy Shooter**
 - Developed a 2D space shooter game as an introductory project in Unity, emphasizing fundamental game mechanics.
 - Features a spawn manager for enemies and power-ups, enhancing gameplay dynamics.
- **Doodle Jump**
 - Created a clone of the popular mobile game, focusing on addictive, endless jumping gameplay.
 - Designed various platforms and enemy types, allowing for dynamic interactions and power-up collections.
 - Integrated a local leaderboard and in-game currency system to enhance player engagement and competitiveness.
- **Improved AlphaBetty**
 - Developed a match-3 game using English words, inspired by the AlphaBetty game but with an Alan Wake theme.
- **Item Balancing in Digital Games using LLMs**
 - Built a Unity-based Tower Defense game to collect player item data, analyzed via Django & LLMs.
 - Generated balance suggestions to cut dev time and improve gameplay