KIAN PAKNEMAT

Unity Developer | Game Programmer

imgigilios@gmail.com | github.com/kianpaknemat
LinkedIn: linkedin.com/in/kian-pak-nemat-8b6b46392/
Portfolio: kianpaknemat.bunnycircus.ir | Website: bunnycircus.ir

PROFESSIONAL SUMMARY

Unity Developer specializing in C# gameplay programming, scalable game systems, and game architecture. Experienced in mobile gameplay, AI, UI frameworks, localization, analytics, monetization, and reusable frameworks. Developer of Dalo, a card game platform, and Boombo, a game in development with a browser demo. Additional experience in Python automation, data processing, and web development. Focused on clean code and maintainable, reusable solutions.

PROFESSIONAL EXPERIENCE

Unity Developer | Arvand Studio

Nov 2024 - Present

Rabona - Mobile Game

- Developed and maintained features for a live mobile game using Unity and C#; refactored legacy code for maintainability.
- Designed UI systems and gameplay flows, including a scalable dynamic tutorial system that accommodates UI changes without breaking tutorial logic.
- Built front-end systems for clans, private chat, and global chat.
- Integrated Tapsell Ads, Myket and Bazaar payment systems, and Aptabase analytics.
- Implemented localization and multi-language support; improved gameplay through debugging, UI improvements, and optimization.

Puffy Land - Mobile Game

- Developed the painting gameplay feature from concept to implementation using Unity and C#.
- Created reusable gameplay components and integrated interactive systems into the existing architecture.

IRA - 2D Platformer RPG

- Developed player controls, combat, enemy AI, traps, and environmental mechanics.
- Implemented character statistics, upgrades, and RPG progression with expandable, maintainable gameplay systems.

PYTHON DEVELOPMENT

Speech Dataset Preparation Pipeline | Python 3

- Built a pipeline for paired speech-text datasets, automating video/subtitle extraction, timestamp-based audio segmentation, organization, and labeling.
- Prepared structured datasets for machine learning model training.

Automation Bots | Python 3

- Developed workflow automation bots, including an Instagram message bot for handling and responding to user messages.

PERSONAL & COLLABORATIVE PROJECTS

Dalo - Card Game Platform

Unity | C# | Game Architecture Game website | GitHub

- Developed a card game platform bringing Hokm, Joker, and Pasur together, with customizable cards and table backgrounds.
- Designed a modular framework separating shared systems from game-specific rules: cards, decks, hands, players, turns, rounds, game states, and gameplay events.
- Implemented Hokm team play, trump mechanics, trick resolution, scoring, and AI with card memory and tactical decision-making.
- Separated gameplay logic from UI and animations; added Persian/English localization, analytics, and advertisement integration.

Boombo - In Development

Unity | C# | 2D Top-Down Shooter Play browser demo

- Developing a 2D top-down shooter focused on independent movement and aiming, arena encounters, and elemental characters.
- Made a playable browser demo available online.

Zen Run - Freelance Unity Developer

- Completed assigned development tasks on a freelance game project using Unity, collaborating with another developer.

Business Data Web Crawler

Python 3 GitHub

- Built an automated crawler to collect business information by location and category, with data processing, categorization, scoring, and Telegram bot integration.
- Designed reusable workflows for different data collection tasks.

Web Development

WordPress | Elementor | HTML | CSS | JavaScript

- Developed WordPress websites, including ultrasonic.ir; customized responsive landing pages and business websites with HTML, CSS, and JavaScript.

Personal website: Bunny Circus | Resume website: Kian Paknemat

TECHNICAL SKILLS

Game Development: Unity 6.3 / 2022, C#, gameplay programming, game architecture, OOP, clean code, AI systems, state management, UI systems, localization, animation systems, object pooling, Scriptable Objects.

Unity Tools & Frameworks: DOTween, Nakama, WebSocket, Unity Animation.

Mobile & Analytics: Tapsell Ads, Myket SDK, Bazaar SDK, Aptabase Analytics, Game Analytics.

Programming & Web: C#, Python 3, JavaScript, HTML/CSS, Git/GitHub, WordPress, Elementor.

EDUCATION & LANGUAGES

Bachelor of Computer Engineering | Islamic Azad University - Pardis Branch | 2023 - Present

Languages: Persian - Native | English - Intermediate (B1)