Alex Naraghi

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Skills

Languages	C#, C++, Python, Shell, Java, Objective C
Technologies	Unity, Unreal Engine, Perforce, Git, Steamworks, SQL, MongoDB, Jenkins, NGUI, ShaderGraph, PlayMaker, NodeCanvas, GOAP, multi-threading, ECS, Unity DOTS
Platforms	Windows, Mac, iOS, Android, Xbox One, PlayStation 4, Xbox 360

Experience

SENIOR SOFTWARE ENGINEER – Super Bit Machine, Santa Monica, CA.
November 2017 – August 2021

- Engineered core systems needed at a small startup to take *Armajet*, a 4v4 competitive platformer shooter (Steam, iOS, Android), from an early alpha to a live worldwide product with cross-play, regional servers, and using custom net-code and physics, focused on real-time multiplayer.
- Identified framerate bottlenecks through Unity and other profilers in gameplay and UI code to meet strict mobile performance standards, targeting 60 FPS on a wide range of mobile devices.
- Collaborated on backend API design with our server engineer, and implemented client side features for clan, party, user progression, and chat systems.
- Spearheaded engineering team initiatives such as lunch and learns and a weekly "gem meeting" to foster a spirit of learning from mistakes and progressing with personal and team goals.
- Prototyped game concepts in 1-3 month increments, in strike teams of 2-5 people. Implemented a behavior tree-based AI with NodeCanvas.

SOFTWARE ENGINEER – Jam City (SGN), Culver City, CA.
December 2015 – November 2017

- Programmed gameplay and meta-game features and tools for *Wild Things*, a match 3 puzzle game (iOS, Android).
- Worked closely with designers and artists on new mechanics and game modes during development and live ops.
- Implemented robust, unit tested services including inbox, CRM, auditing, quests, gifting, in app purchases, realtime messages, Facebook, and proprietary account login.
- Created node-based quest tool for designers to create complex, feature rich progression.

SENIOR SOFTWARE ENGINEER - FREELANCE, Los Angeles, California.
March 2014 – December 2015

- Programmed game features including AI behavior and game modes, and contributed to an NGUI user interface for *Tetris® Ultimate* (PS4, Xbox One, Steam) in collaboration with Soma Play and Ubisoft.
- Integrated Steam and UPlay APIs and contributed to networking systems.
- Engineered gameplay for unreleased 2D card battle game (Windows) using FlatRedBall game engine and C#.
- Developed enterprise mobile delivery app *Pumper RtChex* (iOS)**.** Used MVVM design patterns, Xamarin portable projects, Xamarin Forms for the user interface, and SQL for user data.

SOFTWARE ENGINEER II - Electronic Arts, Salt Lake City, Utah.
December 2012 - March 2014

- Worked as a generalist on free-to-play title *Tetris® Blitz* (Android and iOS) in both development and live phases.
- Implemented menus, challenges, tournaments, and gameplay features such as power-ups in C++.
- Added multiple 3rd party SDK's using C++ and Objective-C within a custom build system.

Education

BS, INFORMATION AND COMPUTER SCIENCE - University of California, Irvine, June 2012

- Minor in Digital Arts
- Dean's Honors List - 5 quarters
- Video Game Developer Club member - contributed as lead engineer, engineer, or producer to 4 published extra-curricular game projects