

CURRICULUM VITAE

Mohammad Shams

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GitHub Profile:

<https://github.com/shamsdev>

Summary

He is a skilled software programmer with over 6 years of hands-on experience in developing, testing and maintaining client and server side programs, supporting and developing software teams. Also, he has professional experience in developing and publishing video games. He is passionate about challenging projects, learning new technologies, programming languages, and software and tools.

Education

B.S: Biomedical Engineering, Bioelectric Orientation

July 2015 – present

University of Najafabad (Isfahan – Iran)

Honors and Awards

- Second place in “National Game Development Institute of Iran” Game Jam – 2017
- Second place in second University of Isfahan “Game Marathon” – 2017
- Game of the Year candidate for 8th Invasion 2 Mobile Game – Café Bazaar – 2016

- Second place in first University of Isfahan “Game Marathon” – 2016
- Second place in Isfahan Laboratory Matches, Computer Field – 2014

Languages

- **Persian:** Native Language
- **English:** Advanced

Professional Experience

Software Programmer

Apr 2018 – Jul 2019

Letroof (letroof.com, Melk.net, Letroof.my)

- Designed and developed Android application
- Designed project requirements in cooperation with other development teams

Master of Internship Students

May 2019 – Jun 2019

University of Isfahan

- Teaching and being the master of Internship students (Unity3D Course)

Senior Software Engineer – Game Developer

Aug 2018 – Apr 2019

AyanTech (Ayantech.ir)

- Designed, Developed and published mobile game projects
- Led game development team
- Participated in project meetings with technical staff members, business analysts, sales and product teams

Founder – Senior Software Engineer

Jun 2017 – Apr 2018

Arka Innova Studio (ArkaInnova.com)

- Led technical team
- Trained and mentored junior programmers and developers
- Designed and developed some mobile games and applications

Software Programmer – Game Developer

Aug 2015 – Jun 2017

Papata Game Studio (Papatalab.ir)

- Developed and maintained mobile game projects

Founder – Software Programmer

Mar 2013 – May 2015

M2 Software (M2Download.ir – GmLearn.ir)

- Designed and developed desktop applications
- Prepared and published educational contents about game development

Selected Projects

Letroof (Android App)

Letroof - 2019

Senior Programmer

<https://play.google.com/store/apps/details?id=com.letroof.app>

Jadvalium Online (Mobile Game)

AyanTech - 2019

Software Programmer

<https://cafebazaar.ir/app/ir.ayantech.jadvalium>

Ruby (Mobile Game)

AyanTech - 2019

Team lead – Software Programmer – Graphics Designer<https://cafebazaar.ir/app/ir.ayantech.ruby>**JOJO Jump (Mobile Game)**

Personal - 2019

Team lead<https://play.google.com/store/apps/details?id=com.frogtap.jumpjump>**Crashman (Mobile Game)**

Personal - 2019

Team lead – Software programmer<https://play.google.com/store/apps/details?id=com.frogtap.crashman>**Daberna Online (Mobile Game)**

AyanTech - 2018

Software Programmer – Graphics Designer<https://ayantech.ir/#products>**Exir Online (Mobile Game)**

Pooyan - 2017

Sound Designer – Music Composer<https://cafebazaar.ir/app/com.pooyan.exir>**Mokaabwar (Mobile Game)**

Arka Innova - 2017

Project Manager - Senior Programmer<https://cafebazaar.ir/app/com.arkainnova.cubewars>**Kick Master (Mobile Game)**

Papata - 2017

Server Programmer – Sound designer<https://cafebazaar.ir/app/com.papata.kick>**Beyond The Borders (Mobile Game)**

Papata - 2016

Senior Programmer – Sound designer<https://cafebazaar.ir/app/com.papata.btb>

8th Invasion 2 (Mobile Game)

Senior Programmer – Sound designer

Papata - 2016

<https://cafebazaar.ir/app/com.papata.grapes2>

8th Invasion (Mobile Game)

Senior Programmer – Sound designer

Papata - 2015

<https://cafebazaar.ir/app/com.papata.grapes>

Computer Skills

Expert in:

- **JAVA, C#, JS (ES6), PHP**
- **Node JS, SmartFox Server**
- **Android app development**
- **Server-Side app development**
- **Server development and maintenance**
- **Mobile game development**
- **Android, iOS, Microsoft Windows, Mac, Linux**
- **Android Studio, Microsoft Visual Studio, JetBrains IDEs, Unity Engine**
- **GIT**
- **Game Design**

Experienced in:

- **Python, Swift**
- **xCode**
- **Docker, Heroku**
- **Scrum**