Mohammad Shams

Chief Technology Officer · Game Platforms & Real-Time Systems

Tehran, Iran · Open to relocation · +98 913 445 3725 · imshamsdev@gmail.com
shamsdev.com · linkedin.com/in/shamsdev · github.com/shamsdev

SUMMARY

Chief Technology Officer with 12+ years of experience building real-time mobile games and the platforms behind them. Leads technology strategy, architecture and hiring at Gita Games, and stays hands-on with C#/.NET, Node.js and Java backends, DevOps, data and machine learning, and AI-augmented engineering.

SELECTED ACHIEVEMENTS

- Shipped **15+ games** since 2014 as developer, lead and CTO, played by more than **10 million people** in total.
- Made **Tas o Takht** the **top-grossing Iranian mobile game** on Cafe Bazaar in 2022–2023 with prize tournaments; it has **8M+ installs** and peaked at **10,000 concurrent players**.
- Launched **Baziness** in 2024 and grew it to **8 live games** by 2026, with 4 more in development.
- Took **Looters** from an Iran-only release to a **US launch** with publisher Rogue Games, Inc.

PROFESSIONAL EXPERIENCE

Gita Games (formerly Karizma Game Studio) · Iran — **Apr 2020 – Present**

Mobile game studio and publisher of Tas o Takht, Looters and the Baziness platform.

Chief Technology Officer — Mar 2023 – Present

- Lead technology strategy, architecture and hiring for all products. Set up Agile delivery, project tooling and admin panels for each game team.
- Architected **Baziness** (baziness.com) as C#/.NET and Node.js microservices on Docker, Redis and Ansible, with SSO and payments. It is a certified knowledge-based product.
- Co-built **Fal**, a competitive Solitaire game, end to end in a 2-person team, and contributed to the **Achmez**, **Hokm** and **Ludo** games on Baziness.
- Engineered coin-ledger reconciliation and transaction-consistency controls for Baziness Pay, plus product analytics dashboards and a developer portal.
- Formed a DevOps team that delivered zero-downtime infrastructure and monitoring with Prometheus, Grafana and Graylog, with alerts to Slack and Mattermost.
- Created a data platform with a data warehouse, automated ETL pipelines and BI dashboards. Deployed machine learning models for personalized offers and fraud detection.
- Introduced AI coding agents and an AI-driven game development process in 2025, raising team delivery speed **up to 4x** compared with 2024.

Technical Lead — Tas o Takht — Mar 2021 – Mar 2023

- Hired and led the game's engineering team. Re-architected the codebase for scale and integrated the studio's router and localization services.
- Designed a multi-instance real-time game server in C#/.NET (SignalR) and Redis that let players on different servers play together live.
- Migrated production from MySQL to PostgreSQL. Introduced an ORM with automated schema migrations, eliminating manual migration scripts.
- Delivered a live-ops system that lets the content team launch in-game events without code changes or client updates.
- Pioneered the market's first skill-based prize tournaments in Tas o Takht, with multiple grouping and scoring models and real-time leaderboards.

Senior Game & Backend Developer — Looters — Apr 2020 – Mar 2021

- Rebuilt the studio's game infrastructure into a reusable, scalable foundation that later titles adopted.
- Resolved database deadlocks and performance bottlenecks. Automated build and deployment with Docker and Jenkins (CI/CD).
- Developed a router service for **zero-downtime releases**, so players saw no disconnects during updates.
- Implemented a localization system and geo-aware routing that connects each player to the nearest server and sets the language by region.

Edgex Digital Innovations · Iran — **Jan 2021 – Present**

Technical Lead (Part-time)

- Lead development of **Edgex Live** (edgex.pro), a live-streaming platform for virtual events with real-time chat and interactive polling.

Self-employed · Remote — **Apr 2018 – Mar 2020**

Freelance Software Engineer & Game Developer

- Developed the **Letroof** real-estate app for 2 markets (Iran and Malaysia) with freehand map-area search. Delivered game, sound design and music projects for studios.

AyanTech · Tehran, Iran — **Aug 2018 – Apr 2019**

Game Team Lead

- Founded the company's game team and shipped 3 titles in 9 months: **Ruby** (word game), **Jadvalium Online** (real-time crossword) and **Daberna** (online multiplayer).

Arka Innova Studio · Iran — **Jun 2017 – Apr 2018**

Co-Founder & Lead Programmer

- Co-founded an independent game studio and funded its original games through custom software and game projects for clients.

Papata Game Studio · Isfahan, Iran — **Aug 2014 – Jun 2017**

Lead Programmer (joined as Junior Game Programmer)

- Programmed **8th Invasion**, which reached Cafe Bazaar's best-seller charts.
- Promoted to Lead Programmer of **8th Invasion 2** (first-person shooter), still live with 590K+ installs and a 4.5/5 rating.
- Built the server and client for **Kat**, a real-time online football game with 370K+ installs, and produced its sound design.

TECHNICAL SKILLS

Leadership: Technology strategy and roadmaps, hiring and team building, mentoring, Agile/Scrum, engineering process design, stakeholder communication, partner and vendor integration

Programming: C#, .NET / ASP.NET Core, SignalR, Node.js, Java, SQL

Architecture: Microservices, distributed real-time multiplayer, live-ops platforms, tournament and leaderboard engines, identity and SSO, payment systems, virtual-currency ledgers, localization, zero-downtime deployment

DevOps: Docker, Ansible, Jenkins, CI/CD, Prometheus, Grafana, Graylog, alerting (Slack, Mattermost)

Data & ML: PostgreSQL, MySQL, Redis, ORM and automated migrations, data warehousing, ETL pipelines, BI dashboards, machine learning personalization, fraud detection

Games: Unity (C#), client-server game architecture, mobile (Android and iOS), live-ops content tooling

AI Engineering: AI coding agents, agent-driven development workflows, AI-assisted game production

EDUCATION

Bachelor of Science (B.Sc.) in Computer Software Technology Engineering — **Sep 2021 – Sep 2025**
Iranian e-Institute of Higher Education, Tehran, Iran

OPEN SOURCE & TEACHING

- Created **Davinci**, an open-source image downloading and caching library for Unity (C#) with 300+ GitHub stars and 50+ forks.
- Designed and ran a game development internship program for students at the University of Isfahan Innovation Center (2019).

LANGUAGES

Persian (Native) · English (Professional working proficiency)