

Payman Behnami Unity Game Developer

Shiraz, Iran +98 930 916 9504 mr.behnami72@gmail.com linkedin.com/in/payman-behnami-488426188  
paymanbehnami.ir

Objective: To contribute as a Unity Game Developer in a professional environment, focusing on mobile, AR/VR/MR games, multiplayer systems, and cross-platform optimization while continuously learning and implementing cutting-edge game development technologies.

Summary: Unity Game Developer with strong experience in multiplayer systems (Photon, Mirror), API integration, and cross-platform mobile games. Developed multiple commercial AR, VR, and MR projects, including titles published for MCI (Hamrah Aval). Focused on performance, gameplay design, and network optimization.

Skills: - Unity Engine (2D/3D, Animation System, UI Toolkit) - Multiplayer Networking (Photon, Mirror) - API Integration (data storage, leaderboard, authentication) - Mobile Game Optimization (Android/iOS) - AR/VR/MR Development - C# Programming - Game Physics (2D/3D) - UI/UX Implementation

Projects: - 8 Ball Pool (2D Online Game) — Photon-based real-time multiplayer, AI bot, and web API for user data. - Hill Climb Racing Online — Online multiplayer with Photon, API-driven backend. - Car Racing (Local Multiplayer) — Two-player racing on one system. - 3D Website with P2E Games — Play-to-Earn ecosystem, iOS version included, web API integration. - VR Beat Saber Clone — Custom rhythm-based VR game. - MR Simulation Project — Mixed Reality app for MCI (Hamrah Aval).

Education: Bachelor of Software Engineering – Shahid Bahonar Technical & Engineering College (2018)

Languages: English — Intermediate