

Contact

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(LinkedIn)

Top Skills

Game Programming
C++
Programming

Languages

Persian (Native or Bilingual)
English (Limited Working)
Arabic (Elementary)

Certifications

Leadership Master Class (2017)

Honors-Awards

1st Place in the 1st National Robotic
and Invention Competition - Amol
KACH Cup

Candidate for the best narrative
Best Art Direction

Moeen Rezaei

CTO at Unbound Game Studio
United Arab Emirates

Summary

I have considerable experiences in different categories. I am a chief executive officer and founder of Unbound which is a game studio in Iran. I have recently worked for GamingAges as a chief technology officer. In addition, I have a bachelor's degree in hardware engineering and I was the head and founder of FUM scientific society of video games for three years. Moreover, I had an experience in a teaching assistant in computer science at Ferdowsi University.

I also have different specialities in Game programming, designing and developing.

In the end, I'm really eager for your suggestion, cooperation or anything else please don't hesitate to contact me

Experience

Unbound Game Studio
CTO
October 2018 - Present

I responsible for

- 1- Establishing the company's technical vision.
- 2- Project management.
- 3-Identify, communicate and pursue key strategic engineering efforts.
- 4-Drive communication across all disciplines in coordinating engineering plans

GamingAges
CTO
March 2018 - Present
GamingAges.com

Unbound Game Studio
CEO & Founder
June 2013 - October 2018 (5 years 5 months)

The Unbound Game Studio was founded by Moeen Rezaei and some fellow undergraduate students of computer engineering, at Ferdowsi University of Mashhad, Iran. Unbound has been active for 5 years, working on about 15 different projects in different areas such as PC games, casual mobile games, simulators, etc. we, as Unbound games, are mostly interested in F2P and casual mobile games.

Unbound Game Studio

Game Designer

June 2017 - November 2017 (6 months)

I am responsible for writing GDD and managing level designers.

As a game designer, I designed 2 games that one of them featured in the Iranian market 2 times and the other one in production yet.

Ferdowsi University of Mashhad

Teaching Assistant

February 2017 - August 2017 (7 months)

Department of Computer Sciences

Teaching Advanced Programming (C#) in Ferdowsi University of Mashhad

Ferdowsi University of Mashhad-FUM

Teaching Assistant

February 2017 - August 2017 (7 months)

Department of Computer Sciences

Program design course

i3center

Instructor (Game Programming)

February 2017 - July 2017 (6 months)

I am responsible for teaching a semester of Unity and game designing.

Robotics Lab of Ferdowsi University of Mashhad

Simulation Engineer

January 2015 - November 2016 (1 year 11 months)

Ferdowsi University of Mashhad

FUM Scientific Society of Video Games

Head of Department

July 2014 - September 2016 (2 years 3 months)

Ferdowsi University of Mashhad

Teaching Assistant

September 2015 - January 2016 (5 months)

Department of Computer Sciences

Teaching Computer Graphics (Games Programming) in Ferdowsi University of Mashhad

Ferdowsi University of Mashhad

Teaching Assistant

October 2014 - January 2015 (4 months)

Department of Mathematical Sciences

C && C++ Programming Teacher Assistant

Pouya Nama

Game Programmer

July 2013 - October 2013 (4 months)

Nano Age

Web Programmer

October 2012 - March 2013 (6 months)

Education

Ferdowsi University of Mashhad

Bachelor's degree, Computer Hardware Engineering · (2012 - 2017)