SELECTED HIGHLIGHTS

Program delivery at studio scale. Ran sprint and milestone planning, dependency tracking, and risk management for ~25 developers across six disciplines and three titles, reported status, risk, and trade-offs to the studio CEO, publishers, and investors, and shipped 4 demos including a three-hour vertical slice.

Built and led engineering teams. Managed Gerdoo's engineers directly for four and a half years and Dead Mage's developers after that, hired and onboarded developers with an onboarding process I owned, and managed contractors, outsourcing vendors, and partner teams in Turkey and India on scope, contracts, and budgets.

Architecture across client, web, and backend. Helped architect Republic of Jungle's cross-platform play layer (Unity client, React phone controllers for mobile browsers, RabbitMQ messaging, services on AWS), built the Unity client, and defined the metrics and dashboards (MongoDB/Mixpanel analytics) behind every post-launch update. Earlier, kernel-level Windows graphics debugging at Microsoft and React and backend feature work at Amazon.

AI-assisted development program. Evaluated and rolled out GenAI tools across the studio, wrote the playbook and the AI code-review guide, set rules for where AI may be used, tracked seats and spend, and onboarded new hires through the playbook.

EXPERIENCE

Dead Mage, Production Lead

Feb 2025 to Present. Vancouver, BC

- Led production across Tale of Ronin and the studio's other titles for ~25 developers across six disciplines, translating studio priorities into roadmaps, sprint plans, milestones, dependency tracking, and risk management.
- Ran sprint and milestone planning, reviews, and retrospectives, used velocity and scope-versus-capacity data to set milestone strategy with leadership, and prepared milestone and status reporting for the studio CEO and publishers.
- Owned the studio's AI-assisted development program, evaluated and rolled out the tools, wrote the usage playbook and the AI code-review guide, set rules for where AI may be used, tracked seats and spend, and onboarded new hires through the playbook.
- Hired and onboarded developers with an onboarding process I owned, and managed contractors, outsourcing vendors, and partner teams in Turkey and India (scope, contracts, budgets, deliverables) alongside publisher relationships.
- Owned the QA process (bug triage, QA cadence, build gates), coordinated build deployments and external playtests, and shipped 4 game demos including a three-hour Tale of Ronin vertical slice, making scope calls to protect deadlines without lowering quality.
- Designed and implemented core gameplay systems in Unity/C# on Tale of Ronin (combat revamp and game-economy systems), and extended the Rashomon narrative tool and the cutscene pipeline.

Gerdoo Games, Co-Founder & Product Lead May 2020 to Feb 2025. Seattle, WA

- Owned product vision, roadmap, launch strategy, and production for Republic of Jungle, a social deduction party game played on one shared screen with phones as controllers, from concept through multi-platform release and live operations, reaching ~200K players.
- Designed and architected the Unity client, its connection to the React mobile controller app, and the real-time backend (RabbitMQ messaging, services on AWS), and built the Unity client for the shared screen.
- Built and led a 10-person remote team across engineering, art, UI/UX, audio, production, and community, managed the engineers directly, shipped the game in multiple languages with localization tooling I built, and ran a streamer and content creator program with a community-feedback loop into the roadmap.
- Defined the team's metrics and built the dashboards (MongoDB/Mixpanel analytics), then iterated on onboarding, the phone-join flow, and re-engagement by shipping changes and measuring them before and after.
- Owned pricing and store strategy and release management (store submissions, content ratings, certification, updates) on Steam, Epic Games Store, Google Play, Discord Activities, Fire TV, and Google TV, plus PlayStation and Xbox certification work on ports, and kept relationships with platform partner managers.
- Managed the studio's seed round budget across burn, headcount, and contractor spend, prepared investor updates and pitch materials, and handled contractor and vendor contracts with outside counsel and an accountant.

Amazon Game Tech / Twitch Prime, Software Development Engineer II Feb 2019 to May 2020. Seattle, WA

- Built the Gifting feature for the Twitch Prime retention team, letting Prime members gift loot to non-Prime users in chat, owning the React front-end and backend integration.
- Led the migration of Twitch Prime's login to integrate with Prime Video, coordinating with Amazon's London team.

Microsoft, Software Engineer, Windows Services and Delivery Jul 2017 to Feb 2019. Redmond, WA

- Debugged kernel-level issues across Windows graphics and driver systems (GDI, DirectX) and backported fixes to earlier Windows versions.
- Built OACR Cop in Codeflow to automate code-compliance reviews on pull requests.

Team Snore, Game Designer & Developer Jul 2012 to Jun 2017. Remote indie team

- Designed and programmed multiple games including In Between, a native Windows Phone title in C# that reached 400,000+ downloads on the Windows Phone Store.

Medrick Game Studios, Game Designer May 2012 to Jan 2013. Tehran, Iran

- Contributed to the design of TeleRun and Tap Tap Galaxy before immigrating to the U.S.

PERSONAL PROJECTS

Tattoo Shop. Solo Unity project, in development, planned for Steam. Narrative tattoo-shop game with commission encounters that combine bargaining and inking, wrapped around a slow-burn murder mystery. Built Stencil, its node-graph narrative authoring tool.

Jungle Auctions. Art auction party game, solo prototype, in playtesting. Jackbox-style auction party game played on one shared screen with phones as controllers (TypeScript, React, PixiJS, WebSockets), with the engine layered for a later Unity port, applying lessons from Republic of Jungle.

Tangent Podcast. Host & Producer, Jan 2024 to May 2025. Hosted and produced a Persian-language interview podcast with creative professionals.

EDUCATION

Texas A&M University, B.S. in Computer Science May 2017. College Station, TX

Published thesis on scene transitions and teleportation in VR (spatial awareness and motion sickness) in IEEE Transactions on Visualization and Computer Graphics, 2018, 245 citations.

SKILLS & TOOLS

Programming Languages	C#, JavaScript, TypeScript, Java, Go, C++
Game Engines	Unity, Unreal
Web Technologies	React, Node.js, RabbitMQ
Shipping Platforms	Steam, FireTV, Google TV, Discord Activities (WebGL), with experience porting to PlayStation and Xbox
Production & PM Tools	Jira, Codeflow, Monday, Notion, Trello
Analytics	Mixpanel, MongoDB Charts, AWS CloudWatch