



# Sahab Masrour *Senior Unity Developer*

📞 (+998) 507303432    ✉️ sahab.masrour@gmail.com    🔗 [linkedin.com/in/sahab-masrour/](https://www.linkedin.com/in/sahab-masrour/)  
📄 [github.com/ssmasrour/](https://github.com/ssmasrour/)

## SUMMARY

**Senior Unity Developer** specializing in building high-quality interactive experiences across mobile games, AR/VR, and real-time multiplayer environments. With **6+ years of professional experience**, I have delivered scalable, performant, and user-focused applications and games for global brands and large-scale projects. Proficient in **Unity, C#, Mirror** and **Photon** for networking, and experienced with leading XR platforms such as **Meta Quest 2/3** and **Apple Vision Pro**. I follow **SOLID principles**, implement clean architectures including **MVC, MVVM**, and **ScriptableObject-driven systems**, and work efficiently within **Agile workflows** with strong **Git version control** practices.

## EXPERIENCE

### Senior Unity Developer

05/2023 – present | Tashkent/Seoul

Alif Game Studio [🔗](#)

- Implemented a robust **Live-Ops** system and **Unity Addressables** workflows, significantly reducing **Unity** build times and release cycles.
- Developed realtime multiplayer metaverse KCON World in **Unity** utilized Zepeto SDK to implementing server- and client-side features.
- Led the technical development for **VR, large-scale mobile games, C# Programming** video game aspects, animations, sounds, graphics, interface
- Engineered an interactive **Mixed Reality** for **Apple Vision Pro**, demonstrating immersive user interaction and spatial computing capabilities.

### Unity Developer

03/2022 – 04/2023 | Iran

Hamrahe Aval (MCI) [🔗](#)

MCI is Iran's first and largest mobile network operator, providing nationwide mobile, internet and digital telecom services under the brand name Hamrah-e Aval.

- Developed MCI Land **VR for Meta Quest 3**, an AI-driven virtual world featuring real-time voice interaction powered by **LLM**.
- Built a custom voice chat pipeline with LLM-based semantic processing and precise **avatar lip-syncing**, demonstrated at MobileFest 2024, InnoTex 2024, and Telecom 2024.
- Created a dynamic **NPC AI** traffic simulation system utilizing a **modular State Machine** for enhanced realism in large-scale environments.

### Junior Unity Developer (Full-time)

03/2019 – 03/2022 | Tehran, Iran

Artin Games [🔗](#)

- **Developed 10+ hypercasual mobile games**, demonstrating rapid prototyping and agile development.
- **Integrated various 3rd-party SDKs** for major game publishers, enabling analytics, ads, and platform features.
- Managed **iOS build systems and deployment processes via Xcode**, ensuring seamless release pipelines.

## SKILLS

### Architecture & Code Quality

- SOLID principles, OOP, design patterns
- Clean Architecture, MVC, MVVM
- ScriptableObject-based workflows, event-driven systems
- Modular, scalable gameplay system design

### AI & Animation Systems

- NPC AI (State Machine, GOAP)
- IK systems, procedural animation, animation blending
- Gameplay feel, VFX/SFX integration

### Tools & Pipelines

- Git
- Unity Addressables, Timeline
- Jira, Trello, Agile/Scrum workflows

### Game & XR Development

- Unity (6+ years), C#, TypeScript
- AR/VR & MR development (Meta Quest 2/3, Apple Vision Pro)
- XR Interaction Toolkit, OpenXR
- Real-time multiplayer systems (Photon PUN, Mirror, Nakama, socket programming)

### Performance & Optimization

- Profiling & debugging (Profiler, Frame Debugger, Memory tools)
- Asset optimization, draw call reduction
- Networking performance & latency management

### Platforms

- Mobile (iOS/Android), WebGL
- PC, VR headsets (Meta Quest), Mixed Reality (Apple Vision Pro)
- Multiplayer services & backend integration

## EDUCATION

### Bachelor's Degree, Software Engineering

Tabarestan University [🔗](#)