

Sina Jafarzadeh

Contact

Sina Jafarzadeh
645 Hayes Street
San Francisco CA 94102

eMail: contact@sijaf.com

Phone: (510) 529-6259

Website: www.sijaf.com

Personal Mission

Digital games and digital play have been fascinating me since my childhood. The unlimited possibilities of a virtual playground are that beneficial and convenient that the current success of social games, casual games and the upcoming success of digital play are logical consequences. Since the urge to play is natural within children, young adults and even grown-ups, the only question was the accessibility to these virtual playgrounds.

My goal is to be part of this challenging field and not only use my whole spectrum of abilities I acquired through my education and through life in general, but absorb new knowledge during my future work, dissect elements and rearrange them in a new way to be able to create valuable content in this field as part of a talented and dedicated team. As Thomas Edison once said: "Genius is one percent inspiration and ninety-nine percent perspiration".

Education

Dresden University of Technology *October 2005–March 2011*

Diplom in Media and Computer Science (German equivalent to Master). Minor in Art and Design.

Activities:

- Tutor in Media Design (4 semesters)
- Tutor in Media Technology Workshop (1 semester)
- Promoter of OUTPUT 2008 (a trade show of the faculty)
- Speaker with the topic "Video Games -Aesthetics, Design, Art?!" at OUTPUT 2009
- Speaker at the seminar eLearning with the topic "Introduction of eLearning at Educational Institutions"
- Speaker with the topic "Mediator -A System to Improve Health Care in Developing Countries" at OUTPUT 2010

Work Experience

Stupid Fun Club, LLC *April 2011 – ...*

Intern Game Designer, Programmer, Prototype Developer

Intern with the task to design and program prototypes of digital games and entertainment related software. The design work includes the development of paper prototypes, user experiences stories and flow-charts of the aspects of gameplay and game mechanics. The programming work includes the development of gameplay prototypes and User Interface prototypes with Unity, C#, Flash and ActionScript 3.

Self-Employed *December 2008–March 2011*

Game Designer, Programmer, Prototype Developer

Game Designer, programmer and prototype developer of different Flash game projects in ActionScript 3. As part of this process, I have also worked with different independent artists from around the world.

Honors:

- Sponsorship by big Flash game portals like Kongregate, Spil Group and Hallpass Media
- Features on JaysGames.com)
- Features on Newgrounds.com (one of the leading Flash portals)

Dresden University of Technology *September 2009–June 2010*

Software Designer, Programmer

Software designer and programmer on the project "Mediator" as part of a four man team. A presentation video can be viewed at:

<http://www.microsoft.com/showcase/en/us/details/b39b776f-a056-4739-8ce1-9a3d3d56f3cb>

Honors:

- Winner Microsoft Imagine Cup 2010 National Final Germany (Software Design)
- Top 12 Microsoft Imagine Cup 2010 Worldwide Finals (Software Design)
- Presentation at the conference "Innovation in Technology" at the European Parliament in Brussels, Belgium (October 10th, 2010)

Dresden University of Technology *April 2008–September 2008*

Game Designer, Artist

Game Designer and Artist on the project "BOUND" a cooperative touchscreen game on a two touchscreen platform which creates interdependence between both players. A video presentation can be viewed at:

<http://www.youtube.com/watch?v=6kORDZxtr8>

A postmortem of the project can be viewed at:

http://www.gamecareerguide.com/features/615/student_postmortem_technical_.php

Major strengths

I am highly creative, which is a result of my approach towards life to be open-minded and learn and get inspired by all kind of fields (like art, psychology, comedy, sports etc.). I am very dedicated to achieve given goals. Based on my experience in various projects I think I am allowed to say that I have strong analytic skills and that I am a strong team player. Also I am very self-reflective and try to improve myself consistently.

Technical Specialties

Expert skills: Object-Oriented Programming, Adobe Flash, ActionScript 3, Microsoft Excel

Intermediate skills: C#, Unity, Microsoft XNA, Adobe Photoshop

Hobbies

Game design, game development, playing digital and board games, reading about psychology, drawing, dancing, human beatbox, Jeet Kune Do, learning, experiencing other cultures, watching videos of the newest Japanese inventions on YouTube, watching stand-up comedy (Ricky Gervais, Craig Ferguson, Robin Williams, Dave Chappelle...), watching old cartoons (Disney, Looney Tunes...), watching "Inside the Actors Studio" and getting inspired by their dedication

Selected GameCareerGuide.com Game Design Challenge entries

http://www.gamecareerguide.com/features/581/results_from_game_design_.php?page=3

<http://www.gamecareerguide.com/forums/showpost.php?p=5055&postcount=61>

http://www.gamecareerguide.com/features/545/results_from_james_portnows_game_.php?page=4

<http://www.gamecareerguide.com/forums/showpost.php?p=4617&postcount=51>

Contact

Sina Jafarzadeh
645 Hayes Street
San Francisco CA 94102

eMail: contact@sijaf.com

Phone: (510) 529-6259

Website: www.sijaf.com