

# Reza Baghbani

Freelancer HTML5 Game & Playable ads Developer

## Experience:

### Freelance HTML5 Game Developer (2017 - Present)

#### HTML5 Game Development

- Utilized HTML5 game engines and frameworks such as PlayCanvas, TreeJS, Babylon.js, Cocos Creator, Phaser, and Construct 3, tailored to project requirements and client specifications.
- Implemented various SDKs including Facebook Instant Games SDK, different game portal SDKs, Google Ads, and Firebase.
- Integrated various animation types such as Spine, Sprite sheets, 3D animations, and Mixamo assets.
- Employed REST APIs for backend communication.
- Localized games to support multiple languages.
- Developed Progressive Web Apps (PWA) for gaming.
- Leveraged graphic software exports from Figma, Illustrator and Blender for design integration.
- Created 3D low-poly models and optimized provided 3D models to reduce mesh complexity using Blender.
- Edited client-supplied images to meet project needs using Photoshop.

#### Playable Ads Development 2D/3D

- Developed interactive playable ads utilizing the TreeJS or Phaser framework.
- Customized the Phaser engine to minimize library file size.
- Reproduced Spine animations from sequences of images, videos, or After Effects projects provided by clients.
- Edited client-supplied images in Photoshop to align with the requirements of playable ads.
- Modified audio files to reduce their size and performed cutting or merging.
- Designed responsive playable ads compatible with both portrait and landscape modes.
- Created MRAID-compliant advertisements.
- Prepared builds for various advertising platforms including Unity Ads, Facebook Ads, Mintegral and AppLovin.
- Translated After Effects animation keyframes into Phaser tweens for seamless integration.

## Live Examples:

### Can Hit - Babylonjs

Typescript, NPM, Also I've created its 3d models like Barrel and Cans using Blender

### Help Dirty Girl - Plyable Ads : Phaser

Spine, deployed on Facebook Ads, Unity Ads, and AppLovin, and is fully MRAID-compliant.

### Capy Merge : CocosCreator

Animal merge game.

### DD LINE BALL 3D : Playcanvas

A clone of Line Color 3D (android game), Levels generated with a mesh generator that used curve data stored in Json files.

### TALL MAN HERO 3D - Hyper Casual: Playcanvas

A clone of Tall Man Run game on GooglePlay

### Memory Match - Kids Game : CocosCreator

Memory Match for kids Jumbaya.com

### CUBE MATCH 3D - FaceBook Instant Game : Playcanvas


Gameplay and Level Editor programmer, FB IG SDK, Firebase SDK, FB Ads, Global and local leaderboard, FB tournaments


### Coloring App - Kids Game : CocosCreator & Fabricjs


Coloring app for kids Jumbaya.com





## Contact


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## Skills

PlayCanvas	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Phaser	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Construct3	<div style="width: 100%;"><div style="width: 100%;"></div></div>
CocosCreator	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Unity3D	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Babylon.js	<div style="width: 100%;"><div style="width: 100%;"></div></div>
TreeJS	<div style="width: 100%;"><div style="width: 100%;"></div></div>
JS/TS/CSS/HTML	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Design Patterns	<div style="width: 100%;"><div style="width: 100%;"></div></div>
SOLID	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Git	<div style="width: 100%;"><div style="width: 100%;"></div></div>

## Portfolio

<https://www.bahargames.com>

## Github

<https://github.com/baghbani71>

## Accepted payment methods

- Paypal
- USDT (TRC20/ERC20)
- Wise

## Language

English (Limited working proficiency)