



Alireza Asadi

Co-Founder & CTO · Game Producer · XR Developer

Seven years of shipping games at one studio — from hyper-casual mobile titles with 1M+ downloads to hand-tracked mixed reality on Meta Quest. I pair hands-on Unity and XR development with Agile production, data-driven iteration and team leadership.

EXPERIENCE

Exir Games (formerly Dropout Games)

Jul 2019 – Present

Co-Founder & CTO

Jan 2025 – Present

- Explored Meta SDKs, PICO SDK, Unity OpenXR and PolySpatial for visionOS, and built key XR production workflows as the studio moved from mobile to mixed reality.
- Key contributor to three mixed reality titles, including [Banners & Bastions](#), a hand-tracked tabletop RTS roguelite with 15,000 players and a 4.8★ rating on the Meta Quest Store.

Game Producer

Sep 2022 – Dec 2024

- Planned and prioritized work for developers and artists with Agile practices; owned project roadmaps in ClickUp and Trello.
- Drove continuous improvement with in-game analytics (Firebase, GameAnalytics) and market research (AppMagic, SensorTower).
- Managed and mentored interns and junior developers.
- Recruited external talent and built industry connections through LinkedIn and events.
- Contributed to the design and production of [Last Survivor](#) (Google Play, 2024).

Game Developer

Jul 2019 – Sep 2022

- Developed mobile games including [Untangle 3D](#) (1M+ downloads), [Bullet Black Hole](#) (100K+) and [Twisted Puzzle](#) (100K+).
- Built 30+ fast-paced prototypes, each within a week.

Saaland Group · Technical Lead

May 2018 – Jan 2019

- Created physical games, such as a racing game driven by a stationary bike, showcased at Iran Science Park and educational events.
- Developed participant-management software for game contests.

SPEAKING

- **Speaker**, Amirkabir GameCraft 2026: from mobile to mixed reality
- **Panelist**, Hit Games Conference (HGC) Online ([watch](#))
- **Unity Workshop Instructor**, Amirkabir GameCraft 2022
- **Guest Lecturer**, Kharazmi University · Amirkabir University of Technology · Farzanegan 2 Middle School

CONTACT

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SKILLS

Production

Project planning, roadmapping, Agile, Scrum, ClickUp, Trello

Development

Unity, C#, OOP, VR/MR, Meta Quest SDK, PICO SDK, Unity OpenXR, PolySpatial (visionOS), Python, Git

Analytics & research

Firebase, GameAnalytics, AppMagic, SensorTower

AI workflows

AI-assisted development and production with Claude

EDUCATION

MBA, Finance

Allameh Tabataba'i University
2022 – 2025

BSc, Computer Engineering

Amirkabir University of
Technology
2017 – 2022

LANGUAGES

Persian — Native

English — Professional working

INTERESTS

Photography — emotional storytelling through the lens