

# Arman Aghighi

Game Developer



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## • EXPERIENCES

### **Freelance**

July 2021 – present

- In addition to my professional work time (despite where I work for), I kept my passion in learning new methods and explore all the way to improve my soft and hard skills in programming.
  - Improved vertical slice of some projects in both 2D and 3D environment.
    - Developed a vertical slice of a puzzle-horror 3D mobile game using unity engine where player had to solve 3 puzzles and run away with an inventory system.
    - Developed a 2D record game similar to Doodle jump with a specific shop system.
    - Developed a 2D word puzzle game with some special editor tool.

### **Arman IT and programming (Tose'e Saderat Bank)**

May 2025 – Present

- Independently designed and developed a full **Web AR** project based on **PWA** technology using Unity and WebGL. Led the entire development cycle—from architecture to deployment—while also implementing a custom backend system. Key responsibilities and achievements include:
  - Developed a complete Web AR experience using Unity (WebGL) optimized for mobile and desktop browsers
  - Built a fully functional Progressive Web App (PWA) including manifest configuration, service worker, caching strategy, and install ability.
  - Designed and implemented a server-side file management system for uploading, downloading, organizing, and version-controlling AR assets
  - Created a dedicated Target Management System to handle registration, editing, and delivery of image targets/datasets for AR use
  - Implemented secure, custom APIs enabling communication between the Web AR client and backend
  - Handled the entire project lifecycle: system architecture, development, optimization, testing, deployment, and ongoing maintenance.

### **Medrick Game Studio, Game Developer**

Sep 2023 - Mar 2024

- As a self-developed software engineer, I joined Medrick game studio which is the largest game studio in Mena and with more than 20 published games and more than 30 million players overall.
  - As a newcomer to a +10 million player worldwide match3-multiplayer project developed for more than 6 years named Golmorad / Dream Home.
    - Developed and improve some feature to handle server side of the game.
    - Helped the technical team to improve core gameplay mechanics.
    - Participated in developing custom editor tools to create efficient solutions that significantly accelerated the building process and reduce designing time.
    - Improve and redesign the shopping system of the game.
    - Improve and redesign the UI/UX of the game.

- Developed a robust ads SDK for the mobile game platform, adding new ad formats and placements.

## **Raymand Robot, Programming Educator**

June 2015 – present

- As a programming teacher, I started a new role and tried to improve my coding skills and instructed students using game engines and programming languages.
  - Completed an internship course to prepare for teaching robotic and programming.
  - Started to teach students how to create games and low-level application using Game Maker Studio game engine and leading their projects (5 years)
  - Taught Students to create all their needs for their program's UI such as button, character, sprites, texture using software such as photoshop and blender (1 year)
  - Started to teach path finding algorithm to students such as A\* and Dijkstra
  - Create an offline navigator (using Game Maker Studio 2 engine) for a simulation machine that uses Dijkstra to find the best and fastest available path from all available choices.

- **Language**

- English
- German
- Persian

- **Education**

- Azad University – Software Engineering

- **ADDITIONAL EXPERIENCES AND AWARDS**

- Completed a game development course - Medrick Academy (the largest game studio in MENA) to improve my game developing ability (July-September 2023)
- Teacher of the year between 2015 to 2021 (3 times)
- Completed a programming with Python language course - MFT Iran (the most famous engineering education center in Iran)
- Participated and won the robocop competition in both Iran and Asia-Pacific as a team leader between 2015-2017 (2 times)

- **Skills**

- Programming

- C, C#, Python
- Object-Oriented Programming
- Clean Code, SOLID Principles
- AR Development
- WebGL & PWA Development
- Design Patterns
- Git / Version Control

- Game Engine

- Unity 2D & 3D
- Game Maker Studio 2

- Design
  - Adobe Photoshop
  - Blender
  - Inkscape
- Documentation
  - Microsoft Office
- Soft Skills
  - Team Work & Collaboration
  - Flexibility & Adaptability
  - Communication and presentation skill
  - Problem solving