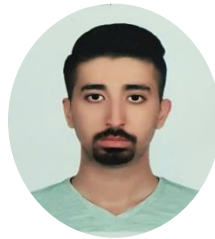


# Arman Aghighi

Game Developer



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[Github](#)  
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## • Employment

### Freelance

2021 – present

In addition to my professional work, I am committed to continuously enhancing my soft and hard skills by exploring new methodologies. I have created vertical slices for various projects in both 2D and 3D environments

Built 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. [\[Link\]](#)

Developed a 2D record game similar to Doodle jump with a specific shop system.

Created a 2D word puzzle game with an editor tool that help the team to design the board as easy as it can be.

### Medrick Game Studio, Game Developer

2023 - 2024

As a game 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 I joined to a +10 million player worldwide match3 multiplayer project named Golmorad / Dream Home.

- Developed and designed a method to detect the use of IP changers to enhance shop package suggestions.
- Collaborated with the technical team to upgrade core gameplay mechanics, including mini-games, to improve the player experience.
- Participated in the development of custom editor tools, creating efficient solutions that significantly accelerated the building process and reduced design time.
- Redesigned and enhanced the game's shopping system by implementing a new framework to accommodate a wider variety of items for sale to players.
- Improved and redesigned the game's UI/UX for a better user experience.
- Created a robust ads SDK for the mobile game platform, introducing new ad formats and placements.

### Raymand Robot, Programming Educator

2015 –2021

In my role as a programming teacher, I focused on enhancing my coding skills while instructing students using game engines and programming languages

- Began 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 app's UI such as button, character, sprites, texture using photoshop and blender (1 year)

- Built an offline navigator (using Game Maker Studio 2 engine) for a simulation machine that used Dijkstra to find the best and fastest available path from all available choices while taught this subject to more than 20 students which improved their success rate in APRC Co-Space robotic competition.
- **Language**
  - English
  - Persian
  - German
- **Education**
  - Azad University – Software engineering
- **ADDITIONAL EXPERIENCES AND AWARDS**
  - Completed a game development course at Medrick Academy to upgrade my game developing ability (July-September 2023) [\[Link\]](#)
  - 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 (2 times)
- **Skills**
  - Programming
    - Object-Oriented programming
    - C
    - C#
    - Design Patterns
    - Git
    - Clean Code (solid)
  - Game Engine
    - Unity 2D
    - Unity 3D
    - Game Maker Studio 2
  - Design
    - Adobe Photoshop
    - Blender
    - Inkscape
  - Documentation
    - Microsoft Office
  - Soft Skills
    - Team Work
    - Flexibility
    - Communication and presentation skill
    - Creativity