

## Summary

I'm a UE5/C++ programmer with over five years of experience, primarily working in indie game studios like Dead Mage, NoOpArmy and CyberSoul. I'm passionate about creating things and problem-solving. I hate useless abstractions and believe simplicity is the key.

## Skills

- . C++ / UE5 (proficiency)
- . Gameplay Programming (proficiency)
- . AI Programming / State Tree / Utility AI (proficiency)
- . Plugin Development / Slate Framework (proficiency)
- . VR Development (proficiency)
- . Data Structures and Algorithms (proficiency)
- . Git / Perforce (proficiency)
- . Data Oriented Programming/ UE5 Mass Framework (experienced)
- . Mathematics (experienced)
- . Optimization and Profiling (experienced)
- . Game Engine Programming / OpenGL (familiarity)
- . Network programming / Unreal GAS (familiarity)

## Work History

### . Lead Programmer in an unannounced studio – Part-time (Jan 2023 - Mar 2024)

The studio consists of experienced game developers from around the world. The project is a Immersive sim/Stealth game in VR. I took charge as the primary programmer for the project. During the prototype phase, I worked on a wide range of tasks such as AI systems, gameplay features, animation, UI, setting up perforce server, etc. I developed a stealth AI system using State Tree and a dialogue system inspired by Valve's approach in games like Team Fortress.

### . UE5 AI Tool Programmer at [NoOpArmy](#) – Part-time (Oct 2022 - Oct 2023)

Worked on [Wise Feline](#)(Utility AI Plugin). I Implemented it from scratch also supported it after release. I learned Slate UI framework, plugin development in UE5 and Utility AI.

### . Gameplay Programmer at [Dead Mage](#) - Contract (Jul 2022 - Sep 2022)

I focused on enhancing the AI and gameplay features for [Wizard of Legend 2](#) .This experience allowed me to delve into network programming, delve into the gameplay ability system(GAS), and collaborate within larger teams comprising over 20 members.

### . Unreal/C++ Programmer at Cybersoul Studio - Self-employed (Mar 2019 - Feb 2022)

Worked on a casual mobile game which was published in a local android store. Worked on a few projects in the pre-production phase. Implemented Inventory System, AI, Procedural Generation, etc. I learned team management, concept and pre-production phases.

## Education

- . Computer Science Bachelor at University of Science and Culture (2019-2023)
- . Mathematics and Physics Diploma at Hatef High School (2016 - 2019)

## **Educational Achievements and Honors**

Selected as a qualified person at the first stage of **Iranian National Mathematics Olympiad** - 2018

Selected as a qualified person at the first stage of **Iranian National Astronomy Olympiad** - 2017,2018

Selected as a qualified person at the first stage of **Iranian National Physics Olympiad** - 2017,2018

Selected as a top-rated person at **Khwarizmi Youth Award** - 2016