

AMIR HOSSEIN BINESH

GAME DEVELOPER, SOFTWARE ENGINEER

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📍 Iran

🐙 github.com/URAmiRBin

EDUCATION

Master of Bussiness Administration

University of Tehran

10/2021 - 02/2022

Computer Engineering

Amirkabir University of Technology

09/2016 - 09/2021

CGPA: 3.42/4.00

Mathematics and Physics Diploma

Pakzad Governmental School

09/2012 - 06/2016

CGPA: 19.81/20.00

WORK EXPERIENCE

Game Developer

Medrick

02/2022 - 02/2022

Tehran

Achievements/Tasks

- Developed a package to improve the flow of game development
- Developed season pass liveops for a match 3 title
- Developed cloud save system
- Developed AB test variations of game systems
- Developed NPC AI system

Android Game Developer

Moraba Games

02/2021 - 02/2022

Tehran

Achievements/Tasks

- Developed multiple hypercasual games
- Developed multiple packages for other developers

Game Developer

Gamelopers

03/2019 - 09/2019

Tehran

Gamelopers is a startup trying to make educational games for children between 5 to 12

Creative Moderator

UbiRock

03/2012 - 11/2016

Achievements/Tasks

- Created mods for GTA games
- Scheduled content flow for the website
- Translated gaming news
- Wrote about games

SKILLS

C#	C/C++
Unity	Java
Blender	OpenGL
Photoshop	Python
GLSL	Game Design

CERTIFICATES

Unity Advanced (10/2020 - 01/2021)

Machine Learning (10/2020 - 12/2020)

Character Design (06/2019 - 09/2019)

Unity Beginner Level (06/2018 - 08/2018)

LANGUAGES

Farsi English
Native or Bilingual Proficiency *Full Professional Proficiency*

Japanese
Elementary Proficiency

INTERESTS

3D Technology

Computer Vision

Gamification

Artificial Intelligence