

# Curriculum Vitae

## PERSONAL INFORMATION

### Vahid Ranandeh



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## WORK EXPERIENCE

2016–Present

### Director, Designer, Writer

VOiD Games, Tabriz (Iran)

[www.voidgamesstudio.com](http://www.voidgamesstudio.com)

I have had the honor to be the **Co-founder** and **Director** of the independent game studio called **VOiD**.

We have been working on a story-driven puzzle adventure game called "*Pursuit of Redemption*".

The project started as a small game for mobile devices. Though, as our team grew bigger, we started working at *University of Tabriz's Innovation Center* as a team of five and remade the project twice. Now we are aiming to release the game for PC and Nintendo Switch in 2020.

Directing, designing, and writing the story of the game are my responsibilities in this project.

23 Sep 2019–Present

### VR Game Developer, VR Researcher

Masters' Thesis, University of Tabriz

I have been working on my masters' thesis with my supervisor, Dr. Mina Zolfy Lighvan and the title of my thesis is:

*"Virtual Reality Game Development platform model based on Unity Game Engine"*

I am developing this platform using **HTC Vive** VR headset and have used and enhanced several algorithms to make this platform optimized and functional.

I have also studied various papers and books and gathered information from others' works to make this platform a new approach in VR game development.

My thesis defense is estimated to be before June 2020.

22 Nov 2019–Present

### Project Manager, VR Game Designer

Iran's National Elites Foundation, Tabriz (Iran)

[www.bmn.ir](http://www.bmn.ir)

After being chosen by **Iran's National Elites Foundation**, my masters supervisor, Dr. Mina Zolfy Lighvan and I proposed a pitch for a Virtual Reality video game to learn 3D geometrical objects and their properties which was accepted by Iran's National Elites Foundation. We have been working on the project as a team of 10 *programmers, designers, artists and marketers*.

The project is aimed to be finished on August 2020 and delivered to schools by Iran's National Elites Foundation to be used as a teaching method.

18 Mar 2019–Present

### Game Developer

Legends of Learning, Washington, DC (United States)  
[www.legendsoflearning.com](http://www.legendsoflearning.com)

I have been working for **Legends of Learning** for a year now, and so far I have made four math learning video games that received positive reviews from technical reviewers, teachers, and students and are currently being played by thousands of students at various schools all over the world.

The games are:

- **Operation Sandwich:** Learning the definition of fractions and operations on them by operating a sandwich shop and delivering different fractions of sandwiches to costumers.
- **Pilot 360:** Learning circles and angles, using the fact that a circle is 360°. Students play as a space ship pilot and insert commands to the space ship in order to orbit planets and collect rare minerals.
- **Shapey Tower:** Getting to know 2D geometrical shapes and their properties and relations with each other by matching residents of a building that are in various shapes and reconnecting them with their families.
- **Mouse in ChartLand:** Teaching various charts such as *bar charts*, *histograms*, *dot plots*, ... and their properties through fun and instructive gameplay by helping the mouse in the game reach the cheese on each level.

2017–Present

### Designer, Data Manager, Content Provider

Teeleh Team, Tabriz (Iran)

With the help of our professor, Dr. Farnaz Derakhshan, we established a team of B.S., M.S., and Ph.D. students to work on a mobile application called **Teeleh**.

**Teeleh** is an application to buy, sell, and trade new or used video games.

I have been the concept Designer of the project, and now I am working as Data Manager and Content Provider of the application.

2018–Present

### Game Designer, Programmer, Project Manager

Finite Loop Interactive, Tabriz (Iran)

We founded a student-based team of designers, programmers, and artists who were eager to work as game developers for their apprenticeship course. We are working on arcade games for mobile platforms.

Currently, we are working on a game called "*Fun Climb*" which is an endless casual game in which players have to control a character who is climbing a mountain by a rope that shifts color from time to time.

The game is in the development stage and planned to be released in summer 2020.

2016–2018

### AR Game Researcher

Cone AR Research Team, Tabriz (Iran)

With our professor, Mohammad Asadpour's help, my friend and I established a research team and worked on Augmented reality and its application in teaching and learning at basic levels.

We developed several applications with **Vuforia** for this paper and studied many other apps, games, and papers, and gathered the result of our research into a paper.

The paper will be published in one of Iran's national conferences, after being revised and reviewed by our professor.

20 Dec 2019–1 Feb 2020

### Data Analyzer

Paeezan Game Studio, Tehran (Iran)  
[www.paeezanstudio.com](http://www.paeezanstudio.com)

After final agreements with **Paeezan Studio**, My friend and I decided to work on a project of analyzing and reverse engineering their online game, Mañioso, and compare our analysis with actual data provided by the studio.

The project took over a month, and by analyzing the game, we broke the game into its core

mechanics and plotted character status, upgrade system, and ... . Then we compared our predicted data with actual data and suggested some changes in characters' abilities to balance the game even further and sent our final results to the studio's data scientist.

Dec 2017–Feb 2018

### Board Game Designer

Tabriz (Iran)

I have designed a Board Game called "Deception in Battleground" in about 2 months.

It is a 2 player board game made of 2 separate phases.

In the first phase, players try to collect weapons and shield before the other player does by trying to move the collectibles to their own characters and away from the opponent's characters on their turns.

In the second phase, players try to use their weapons and shield to penetrate to opponent's base and capture it.

The game uses a various set of mechanics and tactics and has a complex map which is easy to learn but hard to master.

2014–2015

### English Teacher

Reshad Language Institute, Tabriz (Iran)

I have taught "Top Notch" books for about a year at **Reshad Language Institute**.

2013–2016

### Game Tester

I have been a game tester and QA tester for multiple games like:

- Sniper: Revenge Ops
- Devil in the Capital
- Into the coffin

## EDUCATION AND TRAINING

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23 Sep 2018–Present

### Masters of Science

University of Tabriz, Tabriz (Iran)

I have been studying **Software Engineering** for a Masters degree and have been **Rank 1** of Software Engineering.

At the moment I am working on my thesis, which is titled:

*"Virtual Reality Game Development platform model based on Unity Game Engine"*

My mark in masters is **19.05 / 20**.

23 Sep 2014–26 Aug 2018

### Bachelor of Science

University of Tabriz, Tabriz (Iran)

I have studied **Computer Engineering** at University of Tabriz for my Bachelors' Degree and was **Rank 1** of Computer Engineering.

My mark at graduation was: **18.32 / 20**.

23 Sep 2010–22 May 2014

### High School Diploma

Shahid Madani Exceptional Talents High School, Tabriz (Iran)

I have studied **Mathematics and Physics** field in Exceptional Talents High School, which is the best high school in the city and accepts only the best students through an entrance exam. I was **Rank 1** of our class for all four years of studies, and my graduation mark was **19.01 / 20**.

2002–2009

### Intermediate and Professional English Classes

Farhangkade Language Institute (F.L.I), Tabriz (Iran)

I have studied English for seven years and completed intermediate and professional courses and have also received the certificate to teach English at Iran's English Institutes.

## PERSONAL SKILLS

Mother tongue(s) Azerbaijani, Persian

Foreign language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	C2	C2	C2	C2	C2
	IELTS Band 8				
Arabic	A1	B1	A1	A1	A1

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user

Job-related skills

### Writing Skills:

- Game Script Writing
- Film Script Writing
- Narrative Design
- Dialogue Writing
- World Building
- Fantasy Writing
- Visual Story Telling

### Design Skills:

- Game Directing
- Virtual Reality Design
- Augmented Reality Design
- Level Design
- Cinematic Design
- Puzzle Design
- Mobile App Design

### Game Engines:

- UNITY
- BuildBox

### Programming Skills:

- Python
- Matlab
- C#
- HTML
- SQL
- Java

### Computer Science Skills:

- Neural Networks
- Wireless Sensor Networks
- Cloud Computing
- Data Mining
- Machine Learning
- Database

### Applications:

- MS Office
- Adobe XD
- Adobe Illustrator
- Adobe Premiere
- Adobe Photoshop
- Prezi
- Latex
- Wordpress

## ADDITIONAL INFORMATION

### Books

- **The Art of Game Design** by *Jesse Schell* translation to Persian
- **Rhymeless Tales of a Wingless Bird**: Collection of Short Stories
- **Freedoom**: A Science-Fiction Fantasy Novel set in a Cyber-Punk world

### Conferences

- I was a presenter at the **first annual Game Development conference** of University of Tabriz and was the teacher of its **Game Design** and **BuildBox** Workshops.
- I was a presenter at the **second annual Game Development conference** of University of Tabriz with the subject of VR and AR game development and was the teacher of its **AR game development with Vuforia** and **VR Environment Design** Workshops.
- I was a lecturer at the **Start-Up Entrepreneurs** Seminar held at University of Tabriz.

### Honours and awards

- **Rank 1** of Software Engineering M.S. of University of Tabriz
- **Rank 1** of Computer Engineering B.S. of University of Tabriz
- **Rank 1** of High School at Shahid Madani Exceptional Talents
- **Most Innovative Digital Art** Award of East Azerbaijan Province 2018
- **Most Innovative Video Game** Award of University of Tabriz

### Competitions

- **University of Michigan Machine Learning competition 2018**: As a project of our Data Mining Course at M.S. classes, with our professor, Dr. Jafar Tanha's help, I took part in University of Michigan's Machine Learning competition. I wrote a *Semi-Supervised Sentiment Analysis* python code using decision tree method, which worked with 99% accuracy.
- **Global Game Jam 2017**: We took part in Global Game Jam 2017 and made a video game called "*Unbusted*" in 48 hours with the theme "Waves" which was the theme of that year's Game Jam.
- **International Student Travel Video contest 2017**: My friend and I took part in International Student Travel Video contest by making a documentary video about our story called "*Pursuit of Redemption*". We became one of the 15 finalists.
- **Astronomy Olympiad 2012**: I participated in Astronomy Olympiad back in high school and got to the province phase.

### Courses

- Online Creative Writing Course (Udemy)
- Online Inspirational Screenwriting Course (Udemy)
- "James Patterson teaches Writing" (masterclass)
- Story Telling workshop, Tehran
- Online Python Course (Udemy)
- Wordpress workshop, University of Tabriz
- Network workshop, University of Tabriz