Adel Ghasempour

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💼 Experience

Game Developer, Team Lead, Dancing Div Studio   Mar 2022 – Present

- Developed and designed a 2D-pixel art puzzle game (All of my works are on my Gituhb portfolio).
- Published multiple assets in Asset stores such as:
  - Full game project similar to Voodoo's Helix Jump, with procedural mesh generation for more randomness and infinite gameplay.
  - Procedural modular oasis and city builder, a collaborative project with a 3D artist.
- Led a team in the development of 2 games.

AAA Game Asset Programmer, Enigma Studio – Project Based   Jul 2024 – Jan 2025

- Crafted logic for game assets, including animation controllers, physics controls, and mesh generation with code.
- Contributed to the creation and sale of their asset for game stores.
- As one of two programmers, completed all game logic ahead of schedule and applied it to assets within a day of receiving them from a team of 10 artists.

Freelance Developer, Self-Employed   Jan 2019 – Feb 2023

- Programmed 10+ freelance projects using Python and Remix for various clients.
- Debugged AI projects, optimizing performance and solving critical bugs.
- Developed a small supply chain solution on the blockchain, streamlining logistics and transparency.
- Created tokens on blockchain for decentralized applications.
- Built and deployed 3 Telegram bots for automated tasks and communication.

Graphic Designer, Baham Studio – Internship, WA   Jun 2018 – Sep 2018

- Designed promotional materials for book publishers, including book covers, brochures, and marketing collateral.
- Gained valuable experience in a fast-paced, client-focused agency environment, enhancing communication and project management skills.
- Participated in client meetings to understand their vision and translate it into compelling visual designs.

⚙️ Skills

- **Languages:** C#, C++, C, Python, Solidity
- **Development Tools:** Unity, Visual Studio, VS Code, Jupyter, Remix, Dev-C++
- **Game Design & Asset Creation:** Procedural Content Generation, Animation Controllers, Physics Simulation, Level Design, Gameplay Mechanics Design, Game Balancing, Playtesting, 2D/3D Game Design, AR/VR Integration, Mobile Game Development
- **Blockchain & Web3:** Solidity, Smart Contracts, Token Creation, Blockchain-based Supply Chain Solutions
- **Project Management:** Team Leadership, Agile Development, Remote Collaboration, Project Scheduling
- **Automation & Scripting:** Python, Telegram Bot API, Automated Task Scripting
- **Creative Software:** Adobe Illustrator, FL Studio, Trello

🎓 Education

Imam Khomeini International University   Sep 2018 – Jul 2023

- Bachelor of science in Computer Engineering

Sampad (National Organization for Development of Exceptional Talents)   Sep 2012 – May 2018

- High school Diploma in Mathematics
- Computer Olympiad: 2 years as a participant, plus 1 year mentoring juniors.