

Adrian Bagherpour

Täby, Stockholm | 072 011 56 22 | adrianbag2025@gmail.com

Personal Profile

Game developer in training at Södertörn University and previously LBS Kreativa Gymnasiet. I am social, active and always strive to build new skills. I graduated as Programmer of the Year in 2023.

Skills

- Programming: (Java, C#, Python)
- Basic web development knowledge: (HTML, CSS, Javascript)
- Graphics: (Aseprite, Blender, Maya 2020, Blockbench)
- Basic computer knowledge
- Warehouse Management
- Computer Skills
- Databases: (MySQL)
- Scrum
- Tools: (Visual Studio 2022, IntelliJ Idea, Unity, Blender, Blockbench, GitHub, Aseprite, Office 365)

Education

Bachelor's Degree in Game Design and Scripting

Södertörn University

Jan 2024 – Dec 2026 (förväntad examen)

Fokus: Project Management, Version Control, Programming, Game Marketing, Level Design och Game Design.

High School Candidate in Game Development

LBS Kreativa Gymnasiet

Aug 2020 – Jun 2023

Focus: Programming and CAD.

Work Experience

Intern | Tobii AB

2019 – 2019

During my two weeks at Tobii as an intern, I helped the IT department with simple installations and cleaning returned laptops of data. I also helped the data collection team collect data for Tobii's new eyetracker headset.

Laboratory Assistant | Tutus Data AB (Summer Job)

Jun 2021 – Jun 2021

I worked in the testing department sorting and organizing test equipment in the lab.

Production Worker | Tutus Data AB (Summer Job)

Jun 2021 – Jun 2021

My duties consisted of providing mobile phones, putting OEM unlocking and customer labels on mobile phones. I packaged mobile phones and helped with logistics in the production department.

Production Worker | Tutus AB (Summer Job)

Jul 2022 – Jul 2022

I delivered packages and worked with sealing that was going on in the production department.

Production Worker | Tutus AB (Temporary Contract)

Dec 2023 – Dec 2023

I cut up cardboard boxes, sealed phones, and put products in boxes.

IT projects

- **Particle System:** A simple particle system to understand how pixels are manipulated through bitmaps.
- **Realms:** An advanced Java 2D prototype that was made to demonstrate how grayscale can be used as base colors in games. Each object consisted of four colors—white, light gray, dark gray, and black. The game also had 5 types of enemies that the player could fight against.
- **Blood of Sabel:** I was responsible for the player, enemy AI, dialogue system, and maze generation.