Amir Hooshang Emamjomeh
Game Developer
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EDUCATION

Azad University at Tehran   Tehran, Iran
Master of Computer Engineering   Jul. 2022
major : artificial intelligence and robotics

Azad University at Booin-Zahra   Booin-Zahra, Iran
Bachelor of Manufacturing Engineering   Feb. 2015
major : machine tools

TECHNICAL SKILLS

- **Programming Languages:** C#, Python, JavaScript
- **Web Development:** HTML, CSS, PHP
- **Frameworks:** ASP.NET Core, pandas, Bootstrap
- **Tools:** Visual Studio, Unity 3D, Wintermute, MySQL, MotionBuilder, Photoshop, After Effects, Premier
- **3D Modeling:** Maya, 3ds Max, ZBrush, Marvelous Designer

PROFESSIONAL EXPERIENCE

Azad University at Tehran   Tehran, Iran
Researcher   Nov. 2021 – Present

- Analyzed data from human activity recognition using machine learning neural networks such as CNN, LSTM, and RNN to predict behavior
- Assembled programs with Python using TensorFlow to simulate human behavior using artificial intelligence

AndisheVaran   Karaj, Iran
Game & Software Developer   Nov. 2005 – Present

- Built and configured games with C#, using Unity to design 3D objects, script, sound, and animation
- Incorporated API's to work with Windows applications in providing useful information on social media, updates, news, and stocks

INDEPENDENT PROJECTS

Some Casual   2012 – Present

- Games were developed with Unity3D (Ballz space, Royal Office Runner, Tap to money , Sniper Mafia, etc...).
- Games were Developed with C# in the Unity3D for Mobile device , using Maya and motionbuilder to design 3D Object and animation. Photoshop was used for building UI.

Detectives Club   2014 – 2015

- Developed an adventure game in which the player attempts to investigate a murder-case by finding clues and gathering evidence to solve a crime for Android, hosted on the Google Play store.
- Implemented functionality to add objects into inventory and use them as part of gameplay while using 3D model objects, animation, sound, and dialogue to create an interactive experience

Alavi Detective   2010 – 2011

- Designed a third person point and click adventure game for Windows PC in which the player unveils secrets to a lost tale.
- Includes advanced logic for players to interact with complex puzzles and solve mysteries related to the story.

MEMBERSHIPS

- Iran Video Games Festival Academy
- Iran Computer and Video Games Foundation
- Official judge for Iranian Independent Game Developers
- Official judge for Hobby and Game Design Dept. in Iran

AWARDS

- Honorary diploma for the best playbook, Tehran Game Festival (2017)
- Winner of best commercial student game, National Computer Game Developer Students (2013)
- Third Place for best game, National Computer Game Developer Students (2013)
- Winner of best adventure game, Tehran Digital Festival (2011)