

## AMIR ALIZADEH

Evanston, IL | (872) 359-8181 | amir.alizadeh@kellogg.northwestern.edu

### EDUCATION

2024 - Present	<b>KELLOGG SCHOOL OF MANAGEMENT   MCCORMICK SCHOOL OF ENGINEERING NORTHWESTERN UNIVERSITY</b> <i>Candidate for Joint Degree: MBA, Artificial Intelligence, March 2026</i> <ul style="list-style-type: none"><li>• Involvement: Section Leader, Kellogg Tech, Wilderness, Ski and Snowboard</li><li>• Coursework: Leadership in Organizations, MBAi Business Analytics, AI Leaders, Business Strategy</li></ul>	Evanston, IL
2018 - 2022	<b>AALTO UNIVERSITY</b> <i>Master of Computer Science</i> <ul style="list-style-type: none"><li>• Involvement: Director of Aalto's Computer Science Guild, Aalto Startup Sauna, and Aalto Music Club</li><li>• Coursework: Machine Learning, Artificial Intelligence, Computational User Interface, Information Security</li></ul>	Espoo, Finland
2014 - 2018	<b>UNIVERSITY OF TABRIZ</b> <i>Bachelor of Information Technology and Management, GPA: 4.0/4.0</i> <ul style="list-style-type: none"><li>• Involvement: Director of Game Dev Laboratory, VP of Annual Game Conference, Table Tennis Club</li><li>• Coursework: Systems Analysis and Design, Design Lab, Advanced Programming</li></ul>	Tabriz, Iran

### EXPERIENCE

2021 - 2024	<b>QUICKSAVE INTERACTIVE (WEB GAMES &amp; TOOLS SOLUTIONS)</b> <i>Senior Product Owner, Tools Engineering</i> <ul style="list-style-type: none"><li>• Led development of company's game-making tool (QS Engine), generating 40% of total revenue and securing licensing contracts with many companies including one of the biggest streaming services in market</li><li>• Designed development roadmap, incorporating user stories and user journeys to inform feature prioritization</li><li>• Integrated Sentry's API to collect user behavior data, technical errors, and bugs. Iterated UX based on insights, conducting regular cross-functional meetings with stakeholders to align improvements with the product's goals</li></ul>	Helsinki, Finland
2021 - 2023	<b>LEGENDS OF LEARNING (MATH &amp; SCIENCE GAMES FOR TEACHERS AND STUDENTS)</b> <i>Product Manager, Developer (Remote)</i> <ul style="list-style-type: none"><li>• Led a cross-functional team of 12 Iranian developers to create and launch educational video games, resulting in 1,330+ hours of gameplay, 4,050 teacher assignments, and a 4.23/5.0 average feedback rating</li><li>• Executed a data-driven go-to-market strategy by studying successful educational games, convincing teachers to use our games as assignments, leading to top rankings in science and math between all schools in LoL platform</li><li>• Enhanced replayability and engagement through user research, increasing monthly retention by ~30%, optimizing input controls using A/B testing to identify student preferences between mousepad and keyboard</li></ul>	Espoo, Finland
2016 - 2022	<b>VOID GAMES STUDIO (STUDENT-FOUNDED GAME STUDIO)</b> <i>Co-Founder, CTO</i> <ul style="list-style-type: none"><li>• Led a team of 5 engineers to develop and release a PC game for the global market, generating over \$15K in revenue. Met technical milestones and created documentation to simplify onboarding for new engineers</li><li>• Tracked KPIs such as average session length, player progression, and feature adoption. Hosted testing sessions with random students within the school, implementing feedback loops that increased completion rate by 25%</li><li>• Orchestrated a collaborative network of developers with diverse skills. Hosted events between digital art and engineering schools for enthusiastic game developers, recruiting top talents, saving studio ~\$4K in the process</li></ul>	Tabriz, Iran
2019 - 2021	<b>PAF GAME STUDIO (IN-HOUSE GAME STUDIO OF A NORIC ONLINE CASINO)</b> <i>Software Engineer</i> <ul style="list-style-type: none"><li>• Developed a no-code game-making tool, accelerating the studio's prototyping pipeline and improving efficiency across two international teams by minimizing redundant steps in the development of casino games</li><li>• Led the strategic planning and execution of migrating the company's technical infrastructure to Amazon AWS, collaborating with cloud engineers to align with business goals and reduce operational costs by 20%. Facilitated communication between technical teams and stakeholders to overcome challenges and optimize outcomes</li><li>• Directed technical development of studio's most profitable game, generating more than \$2M in gross revenue</li></ul>	Helsinki, Finland

### ADDITIONAL DATA

- Volunteering: Leading Aalto University's Iranian students club, Career mentor at Aalto University
- Interests: Competitive table tennis player (+15 years), Intermediate Pianist (4 years) , Amateur bachatero
- Honors: Innovative Interactive Art Award of Azerbaijan Province, Helsinki Youth Table Tennis Bronze
- Technical Skills: Python, R, SQL, TypeScript, ElectronJS, Git, Java