AMIR ALIZADEH

SOFTWARE ENGINEER

ABOUT ME

I am a software engineer with 6 years of working experience in the industry, both as part of hobby projects and real-worlds. I am also passionate about games and new technologies rising in that industry.

SKILLS

JavaScript/ TypeScript ●●●●●●
Node.js ●●●●●○
Electron ●●●●○○
.NET MVC ●●●●○○
SQL & Database ●●●○○○
Python ●●●○○○
MS Azure ●●○○○○

CONTACT

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EDUCATION

Aalto University
2018 - 2022 | Master - Computer Science

University of Tabriz
2014 - 2018 | Bachelor - Computer Engineering

WORKING EXPERIENCE

2021 - Now

Quicksave
Tools Engineer

- Responsible for developing and maintaining in-house Electron-based game editors.
- Tailoring game editors with more features to meet dev team's needs.

2019 - 2021

PAF
Full-stack Software Engineer

- Tasked to develop new games for the studio using JS/TS and Pixi
- Tasked to develop Node.js game servers and deploy them on AWS Lambda
- Maintaining existing games to add more features and fixing bugs
- Developing an in-house prototyping tool (Jackpot Editor) as part of my master thesis

2015 - 2019

VOiD Games
Co-Founder & Tech Lead

- Leading engineering team
- Developing a student-based game project named "Pursuit of Redemption" in Unity engine
- Developing a web-service to collect players' data used for level difficulty balancing in ASP .NET MVC

2018

Teeleh Group
Back-end Developer

- Responsible for design and implementation of Teeleh app back-end and database using ASP .NET MVC and SQL Server