AMIR ALIZADEH

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

EDUCATION

2024 - Present	**KELLOGG SCHOOL OF MANAGEMENT	MCCORMICK SCHOOL OF ENGINEERING**	Evanston, IL

NORTHWESTERN UNIVERSITY
Candidate for Joint Degree: MBA, Artificial Intelligence, March 2026
- Leadership: Section Experience Co-Chair
- Club: Kellogg Tech, Wilderness, Ski and Snowboard

2018 - 2022   **AALTO UNIVERSITY**   Espoo, Finland
Master of Computer Science
- Major: Web Technologies, Applications, and Science, GPA: 3.45/5.0
- Club: Aalto Iranian Students, Aalto Startup Sauna, Aalto CS, Aalto Music (Pianist)

2014 - 2018   **UNIVERSITY OF TABRIZ**   Tabriz, Iran
Bachelor of Computer Engineering
- Major: Information Technology, GPA: 4.0/4.0
- Leadership: Director of the Game Dev Laboratory, VP of Annual Game Dev Conference

EXPERIENCE

2021 - 2024   **QUICKSAVE INTERACTIVE**   Helsinki, Finland
Senior Tools Engineer
- Led product development of company's in-house game engine (QS Engine), generating 40% of total revenue and securing a licensing contract with one of the biggest streaming media services in market
- Designed development roadmap, incorporating user stories and user journeys to inform feature prioritization
- Utilized Sentry's API integration to collect user data on technical errors or bugs, ensuring an improved UX

2021 - 2023   **LEGENDS OF LEARNING**   Espoo, Finland
Developer & Product Manager - Remote (Contract)
- Led cross-functional team of twelve developers to produce educational video games for students
- Executed go-to-market strategy to enter the educational market, aimed at audience of students, and teachers
- Conducted user research, focusing on learning and gamification metrics that result in higher D30 retention
- Launched three games, resulting in over 1330 hours of gameplay, 4050 assignments by teachers, and an average feedback rating of 4.23/5.0

2016 - 2022   **VOID GAMES**   Tabriz, Iran
Co-Founder & CTO
- Directed studio's technical team, developing technical documentation and planning for engineers
- Tracked KPIs including Average Session Length, Player Progression, and Feature Adoption, and implemented feedback loops, resulting in a 25% increase in completion rate
- Orchestrated a collaborative network of developers with diverse skills, sourcing development needs to meet product vision and standards
- Launched Pursuit of Redemption on Steam, marking Tabriz's first student-based studio with a game released on global market

2019 - 2021   **PAF GAME STUDIO**   Helsinki, Finland
Software Engineer
- Developed a tool, accelerating studio's prototyping pipeline and efficiency across two international teams
- Collaborated with other engineers to migrate company's technical infrastructure to Amazon AWS, thus decreasing operation costs by 20%
- Directed technical development of the "Double Joker Slot" project, generating more than $2M in gross revenue

ADDITIONAL DATA

- Leadership: Leading Aalto University's Iranian Students Club, answering queries and organizing cultural events to foster a supportive community
- Programming Languages: JavaScript, TypeScript, C#, Java, Python
- Technologies: ElectronJS, ReactJS, PixiJS, Unity Game Engine, Git, SourceTree
- Activities: Table Tennis Player (Expert), Pianist (Beginner), Bachatero (Beginner)
- Languages: Persian, English
- Honors: Innovative Interactive Art Award of East Azerbaijan Province, Helsinki Youth Table Tennis Bronze Medalist