

# Arya Valizadeh



## Gameplay Programmer

Innovative game programmer with over 2 years of experience in gaming industry. I've been programming since I was 12. Experienced with the latest cutting edge development tools and technologies. a highly skilled and competitive player in MMORPG games.

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📍 Iran

## Experience

### Self-employed, Game Developer

(2 years) 2/2020 - present

- Built and iterated on prototypes of the character controls, movement, ai boss.
- Learnt and researched on various topics of game development gameplay systems, game engines, design patterns, programming languages.

## Projects

### Unity Developer

Illlogical

(9 days) 07/2022 - 07/2022

- Implemented all of the game during 9 days for the AUT Gamecraft.
- Implemented UI, Sound Effects in C#.
- Implemented Game Design.

## Skills

**Coding** C#, C/C++, Python, HTML, CSS

**Game Engines** Unity

**Version Control System** Git, Perforce

**IDEs** Visual Studio

**Mathematics** Arithmetic, Algebra, Boolean Algebra, Vectors, Dot Product, Cross Product, Rotations, Trigonometry, Interpolation

**Miscellaneous** Data Structures, Algorithms, Design Patterns, Object Orientated

**OS** Windows, Gnu/Linux, macOS

## Awards

### Silver Medal

AUT Gamecraft

2022

## Education

### Associate's degree, Computer Software Engineering

Shahid Chamran University of Ahvaz

2021 - present

### Vocational School Diploma, Networking and computer software

Shahid Motahari Voational school of Ahvaz

2018 - 2021

## Languages

**English** Fluent B2

**Persian** Native