

Arya Valizadeh



Gameplay Programmer

With over two years of professional experience in the gaming industry, I'm an innovative game programmer driven by a passion for programming that ignited at the age of 12. Since then, I've relentlessly honed my skills, staying at the forefront of the latest development tools and technologies. I thrive on pushing the boundaries of game design and development, leveraging my proficiency with cutting-edge tools to create immersive gaming experiences. Beyond programming, I'm also a highly skilled and competitive player in MMORPG games, bringing a deep understanding of player dynamics to my work.

✉ aryavalizadeh@outlook.com

☎ +98-936-251-9295

📍 Ahvaz, Iran

Experience

Latencer, Software Engineer

(1 years) 5/2023 - present

- Contributed significantly to the development of a comprehensive Android application aimed at optimizing in-game performance by reducing ping and ensuring stability.
- Spearheaded the design, development, and deployment of a Windows application to complement the Android platform, providing seamless integration and a unified user experience.
- Implemented innovative algorithms and performance optimizations to achieve significant reductions in latency and enhance overall gameplay experience.
- Conducted thorough testing and debugging to identify and resolve software defects, ensuring robustness and reliability of the applications.
- Actively participated in code reviews, providing constructive feedback and contributing to the continuous improvement of coding standards and best practices within the team.

Self-employed, Game Developer

(4 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

WiseFelineUnityBuildingBlocks

Unity Developer

(1 month) 07/2023 - 08/2023

- Implemented example of Action and Consideration for WiseFeline Utility AI.
- Implemented Utility AI simple Sims sample.

Illugical

Unity Developer

(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++

Game Engines Unity

Version Control System Git

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

Bachelor's degree, Computer Software Engineering

Shahid Chamran University of Ahvaz

2021 - present

Vocational School Diploma, Networking and computer software

Shahid Motahari Vocational school of Ahvaz

2018 - 2021

Languages

English Fluent B2

Persian Native