

# Emad Vosoughi

24 years old — Tehran, Iran  
emadwoough@gmail.com  
LinkedIn / GitHub / Portfolio (if applicable)

## Professional Summary

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Aspiring Master's student in Computer Science with a strong foundation in computer engineering, real-world game development, and academic research. Over 3 years of experience as a Software Engineer at a professional game studio, with multiple successful mobile game releases. Highly motivated to contribute to cutting-edge projects in software engineering, game development, or AI-based systems. Open to both academically intensive and industry-oriented Master's programs in Germany.

## Education

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### Iran University of Science and Technology (IUST)

*B.Sc. in Computer Engineering*

Sep 2019 – Sep 2024

GPA: 17.5 / 20

(Approx. 2.2 German system)

### High School Diploma – Mathematics and Physics

GPA: 19.70 / 20

(Top percentile)

## Bachelor Thesis & Research

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### Dynamic Difficulty Adjustment for Match-3 Games using Fuzzy Systems

Developed a fuzzy logic-based system for adaptive difficulty in mobile match-3 games using real player behavior data. Integrated academic research with industrial experience for real-world applicability.

*Published in an ISC Journal (Farsi language)*

## Professional Experience

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### Software Engineer

*Medrick Game Studio*

Tehran, Iran

Sep 2020 – Mar 2024 (Part-time)

- Worked on mobile games including **Match-3**, **Board Games**, and **Puzzle Games** using Unity and C#.
- Led game logic, UI/UX systems, and optimization of mobile titles.
- Notable published titles:
  - **Emma's Mansion** – Google Play Link
  - **Go Ludo** – Google Play Link
- Taught Unity and C# development to junior developers and trainees at Medrick Academy.

### Game Development Assistant (Intern/Research)

*IUST – Prof. Mehrdad Ashtiani's Lab*

Tehran, Iran

2020 – 2021

- Collaborated on experimental game prototypes and gameplay mechanics.
- Focused on bridging academic algorithms and commercial game engines.

## Teaching Experience

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### **Instructor – Unity & C# Development**

*Medrick Academy*

2021–2023

Taught a 3-month intensive program ("The Complete Path to Unity Game Development"). Mentored students, many of whom joined the game industry.

### **Teaching Assistant – IUST**

- **Advanced Programming** – 2 semesters
- **Compilers** – 1 semester

## Publications

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Vosoughi, E. (2024). *Dynamic Difficulty Adjustment in Match-3 Games using Fuzzy Systems*. ISC Journal (Farsi).

## Technical Skills

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**Languages:** C#, C, C++, Python, Dart

**Technologies:** Unity, Flutter, Git, X86 Assembly

**Tools:** Visual Studio, Android Studio, JIRA, Trello

**Platforms:** Android, Web

## Languages

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**English:** Fluent (IELTS 7.5)

**Persian (Farsi):** Native

## Certifications

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**IELTS Academic** – Overall Band: 7.5 (C1 Level)