

# Amirali Monjar, Game AI Developer

London, United Kingdom, 07493048998, amirali.mnj@gmail.com

## LINKS

[Portfolio](#), [Github](#), [Linkedin](#)

## PROFILE

Dedicated Software Engineer with three years of industry experience, specializing in web, application, and software development. Proficient in various platforms, and languages. Eager to learn but Experienced with the latest cutting-edge development tools and procedures.

## EDUCATION

Jan 2023 — Jan 2024

### MSc. Game Developement, Kingston University

London

In my Master's program, I specialized in game development with a strong focus on programming. Key areas of expertise include Machine Learning, enabling advanced AI in games, and Unity and Shader programming for creating immersive 3D environments. I also developed skills in real-time multiplayer game design. This comprehensive curriculum, balancing theory and practical application, is leading toward an **anticipated first-class honors** degree.

Sep 2017 — Jun 2022

### Computer Engineering, Shahid Beheshti University

Tehran

This course provided me with a robust foundation in software engineering, emphasizing algorithm design, data structures, and web development. With a 2:1 degree, my role as a Teaching Assistant for Advanced programming, Algorithm Design, And AI modules has further developed my technical expertise and enhanced my communication and leadership skills.

## EMPLOYMENT HISTORY

Jun 2023 — Present

### AI Research Assistant, Kingston University of London

London

In this dynamic role, I focused on designing and developing a deep learning model for real-time 3D human pose estimation, utilizing Python and TensorFlow. My responsibilities included innovating and implementing advanced AI algorithms, optimizing model performance for accuracy and efficiency, and contributing to groundbreaking research in the field of artificial intelligence and machine learning.

Feb 2021 — Jul 2021

### Junior Gameplay Programmer, Cafe Bazaar

Tehran

In my role as a Gameplay Programmer at Cafe Bazaar, I was instrumental in developing gameplay mechanics for a multiplayer pool game. My primary responsibilities included utilizing the Unity engine and NodeJS to create engaging and responsive game features, ensuring a seamless and enjoyable multiplayer experience. [Link](#)

Jul 2020 — Feb 2021

### Junior Gameplay Programmer, Alphatik

Istanbul

Contributed to the development of gameplay and network systems for an MMO mobile third-person shooter using Unity and Photon with over 1 Million downloads across Apple Store, Google Play, and Steam. Focused on creating immersive and robust multiplayer experiences for mobile platforms. [Link](#)

## LANGUAGES

English

Highly proficient

Farsi

Native speaker

## SKILLS

Gameplay Programming, Shader programming, Game Engines(Unity, Unreal, Godot), OpenGL, Game AI, Human Pose Estimation, Procedural GAmE content Generation,

C/C++, Java, C#, Python, JavaScript, Backend Frameworks(Spring Boot, Django, ExpressJS, NestJS, .Net Core), Graphics(OpenGL, DirectX, Vulkan), Databases(MySql, MongoDB, PostgreSQL) and DevOps (Docker, Kubernetes, Linux, Windows server, CI/CD)

Software Design, Algorithms Design, Machine and Deep Learning, Mathematics, Geometry, Physics.

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## NOTABLE PROJECTS

May 2023 — Present	<b>Enchanted Realms (Master's Body Of Work)</b>  A Geo-location RPG AR game, utilizing Unity and augmented reality to merge the real world with fantasy. Incorporating GAN models for dynamic map generation and Python with Google Maps API for location data, the game transforms real-world geography into an immersive fantasy realm. Additionally, it leverages the ChatGPT API for generating engaging quests, offering players a unique and personalized gaming experience that combines the thrill of RPG with the magic of augmented reality.
Sep 2023 — Present	<b>Mage Hand</b>  Developed "Mage Hands," a VR video game leveraging Unity Engine and Meta Quest 2, featuring innovative hand gesture recognition technology. In this immersive game, players use their hand gestures to select and cast a variety of spells, providing a unique and interactive gaming experience.
Oct 2021 — Sep 2022	<b>AnimateLy (Bachelor's Thesis)</b>  Developed "AnimateLy," a sophisticated deep GAN model using Python, TensorFlow, PyTorch, and CUDA. This model takes video feed as input and intelligently outputs animations to a rigged model. Leveraging technologies like MPII for pose estimation, JavaScript for integration, and LSTM networks, it showcases advanced capabilities in real-time human pose tracking and animation. <a href="#">GitHub Link</a>

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## EXTRA-CURRICULAR ACTIVITIES

Oct 2018 — Sep 2020	<b>Android Workshop</b>  Led and taught several Android development workshops, guiding students in building mobile apps with Java and Kotlin. Focused on organizing and managing these sessions to provide hands-on learning experiences in app development.	Tehran
Feb 2018 — Oct 2021	<b>Teaching Assistant, Shahid Beheshti University</b>  Served as a Teaching Assistant for Algorithm Design, Advanced Programming, and Artificial Intelligence modules. Responsibilities included conducting supplementary classes, assisting students with assignment challenges, and evaluating exam papers.	Tehran