



AMIR ALIZADEH

GAME PROGRAMMER

ABOUT ME

I am a game developer with 5 years of working experience in the industry, both as part of hobby projects and real-worlds. I am also passionate about games and new technologies rising in this industry.

EDUCATION

Aalto University

2018 - 2020 | Master - Computer Science

University of Tabriz

2014 - 2018 | Bachelor - Computer Engineering

WORKING EXPERIENCE

2019 -
Now

PAF Game Studio

Game Programmer

- Tasked to develop new games for the studio using JS/TS and Pixi
- Maintaining existing games to add more features and fixing bugs
- Developing an in-house prototyping tool (Jackpot Editor) as part of my master thesis

2015 -
2019

VOiD Games

Co-Founder & Game Programmer

- Leading engineering team
- Developing a student-based game project named "Pursuit of Redemption" in Unity engine
- Developing a web-service to collect players' data used for level difficulty balancing in ASP .NET MVC

2018

Teeleh Group

Back-end Developer

- Responsible for design and implementation of Teeleh app back-end and database using ASP .NET MVC and SQL Server

SKILLS

JavaScript/ TypeScript



C#



Unity Engine



.NET MVC



SQL & Database



C++



MS Azure



CONTACT

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