

Amir Hooshang Emamjomeh

Game Developer & Unity Developer

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SUMMARY

I'm a professional game developer with expertise in 3D modeling, specializing in creating immersive and visually captivating games. I have received several awards for my work in game development and am always looking to push the boundaries of creativity and technology. With strong technical skills in Unity and C#, I enjoy developing engaging gameplay experiences and innovative game mechanics.

TECHNICAL SKILLS

Programming Languages	C#, Python
Tools	Visual Studio, Unity 3D, Wintermute Engine, MySQL
3D Modeling	Maya, MotionBuilder, ZBrush, Marvelous Designer

PROFESSIONAL EXPERIENCE

AI Research in Human Activity Recognition and Stock Prediction November 2020 - December 2023
Azad University at Central Tehran Tehran, Iran

- Conducted research on human activity data and developed AI-driven models using reinforcement learning to enhance game AI. These projects deepened my expertise in applying AI to behavioral analysis and improving the overall intelligence of game systems.

Game & Unity Developer November 2008 - October 2021
AndisheVaran Karaj, Iran

- Game Development in Unity: Developed and configured games using C# and Unity, handling all aspects from 3D object design and scripting to sound and animation. This experience honed my skills in creating immersive and engaging game environments.
- API Integration for Unity Applications: Integrated APIs to enhance Unity applications by providing real-time updates, news, and stock information. This project showcased my ability to bridge game development with data-driven applications, making information seamlessly accessible within interactive user interfaces

EDUCATION

Master of Computer Engineering September 2020 - January 2024
Major : Artificial Intelligence and Robotics Azad University at Central Tehran, Iran

- Dissertation : Predicting Stock Prices Using Fuzzy System and Neural Networks (LSTM, CNN)
Ranked 4th among graduates, GPA: 18.1/20

INDEPENDENT PROJECTS

Freelance Work 2012 - Present

- Built a series of games with C# in the Unity3D for mobile, using Maya and motionbuilder to design 3D Object and animation. Photoshop was used for building UI
- Used WinForms to fetch data with AI and pull from database to manage investments

Detectives Club 2021 - 2023

- Developed an adventure game in which the player attempts to investigate a murder-case by finding clues and gathering evidence to solve a crime for Android, hosted on the Google Play store
- Implemented functionality to add objects into inventory and use them as part of gameplay while using 3D model objects, animation, sound, and dialogue to create an interactive experience

Alavi Detective 2014 - 2015

- Designed a third person point-and-click adventure game for Windows PC in which the player unveils secrets to a lost tale
- Includes advanced logic for players to interact with complex puzzles and solve mysteries related to the story

AWARDS

Honorary diploma for the best playbook, Tehran Game Festival	March 2018
Winner of best commercial student game, National Computer Game Developer Students	October 2013
Third Place for best game, National Computer Game Developer Students	October 2013
Winner of best adventure game, Tehran Digital Festival	2011

MEMBERSHIPS

Iran Video Games Festival Academy
Iran Computer and Video Games Foundation
Official judge for Iranian Independent Game Developers
Official judge for Hobby and Game Design Dept. in Iran