

VAHID AZADI

Unreal Engine Developer

DETAILS

ADDRESS

Tehran
Iran

EMAIL

info@aziapps.com

LINKS

[AziApps](#)

[Youtube](#)

[Unreal Marketplace](#)

[LinkedIn](#)

SKILLS

C++

Unreal Engine

Blueprint

PHP

PROFILE

I started working with Unreal Technology in 2009 with the first public release of the UDK as a hobby.

After finishing my final project for university using the UDK I started my career in the game industry and by releasing Unreal Engine 4, I switched to UE4 and I start working as a freelancer.

EMPLOYMENT HISTORY

Founder, AziApps

Freelance

Feb 2016 — Present

This is my freelancer & personal website, You can find some of my personal projects. I worked on more than 15 projects & applications from the date I ran my freelancer website, also you can find some of my personal projects such as [Ultimate Character](#), [Ultimate Movement Component](#), [Ultimate Landscape](#), and [Modular HUD](#), I have two unannounced plugins, one of them is for VR and the other is a semi-procedural level generator.

Backend Developer, Cosmoscope

Freelancer

Nov 2018 — May 2019

Working with Cosmoscope on the [Morphies Law](#) project was a good experience for me as a game and back-end developer using Unreal Engine 4 & PHP.

In this project, I learned how to Yii2 framework to develop advanced back-end applications.

Developer, NYX

Freelancer

Jul 2017 — Jun 2018

NYX was an online card game similar to Hearthstone, My responsibilities in this project were related to developing a custom CMS o manage cards, By using the admin panel designers can update cards attributes online without sending daily updates to players.

Also, I was responsible to manage the cards data structures in the game.

VR Developer, MiID

Freelancer

Nov 2016 — Sep 2017

MiID was one of the first online shops in VR with the ability to customize products directly in VR.

I started the project from scratch as a developer and also for the first time I edited the engine source code to add more features that were not available at that time.

Founder, IRI Air Force Game studio

Tehran

Sep 2014 — Oct 2015

During my general military service, I could show enough passion and experience to the commanders in the Air Force to get their permits and budget to run a game studio.

The game studio is still working and uses soldiers to develop games.

A short demo I made during the last days of my service: [Link](#)

EDUCATION

Bachelor of Science, Azad University

Parand

Oct 2007 — Oct 2011

Computer and Software Engineering.

Diploma, National Institute of Video Games

Tehran

May 2011 — Mar 2012