

# Amir Hooshang Emamjomeh

Game Developer

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## EDUCATION

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### Azad University at Tehran

Master of Computer Engineering

Major : Artificial Intelligence and Robotics

Tehran, Iran

Jan. 2024

### Azad University at Booin-Zahra

Bachelor of Manufacturing Engineering

Major : Machine Tools

Booin-Zahra, Iran

Feb. 2015

## TECHNICAL SKILLS

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- **Programming Languages:** C#, Python, JavaScript
- **Web Development:** HTML, CSS, PHP
- **Frameworks:** .NET Core , ML.NET , TensorFlow , pandas , Numpy
- **Tools:** Visual Studio, Unity 3D, Wintermute, MySQL, Rapidminer
- **3D Modeling:** Maya, 3ds Max, ZBrush, Marvelous Designer

## PROFESSIONAL EXPERIENCE

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### Azad University at Tehran

Machine Learning Researcher

Tehran, Iran

Nov. 2021 – Dec. 2023

- Analyzed data from human activity recognition using ML neural networks such as CNN, LSTM, and RNN to predict behavior
- Assembled programs with Python using TensorFlow to simulate human behavior using AI

### AndisheVaran

Game & Software Developer

Karaj, Iran

Nov. 2008 – Oct. 2021

- Built and configured games with C#, using Unity to design 3D objects, script, sound, and animation
- Incorporated API's to work with Windows applications in providing useful information on social media, updates, news, and stocks

## INDEPENDENT PROJECTS

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### 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

2014 – 2015

- 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

2010 – 2011

- 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

## MEMBERSHIPS

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

## AWARDS

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- Honorary diploma for the best playbook, Tehran Game Festival (2017)
- Winner of best commercial student game, National Computer Game Developer Students (2013)
- Third Place for best game, National Computer Game Developer Students (2013)
- Winner of best adventure game, Tehran Digital Festival (2011)