



AMIR NOBANDEHGAN

PROFILE

I'm Amir, a highly skilled Unreal Engine developer with 7 years of experience.

Throughout my career, I've worked on various VR and gaming projects, specializing in UE4 and UE5 game development.

Skills

- ♦ Game Development
- ♦ Designing Games
- ♦ Dedicated Hosting
- ♦ API Development
- ♦ Game Engine Architecture
- ♦ User Interface (UI) Design
- ♦ Training Simulation
- ♦ C++
- ♦ Collaboration
- ♦ Security and Monitoring
- ♦ Multiplayer Game Development
- ♦ Virtual Reality (VR)
- ♦ Cross-platform Development
- ♦ Medical Simulation
- ♦ Unreal Engine
- ♦ Server Management
- ♦ Package, Deployment
- ♦ Gameplay programming
- ♦ Network and System Administration
- ♦ Project Management
- ♦ Metaverse

LINKS

[Personal Website](#) [Linkedin](#) [Discord](#)

EMPLOYMENT
HISTORY

UE5 Developer, Generalist, Specialist, Programmer at Inoland, Dubai

February 2023 — Present

As a founder and part time developer of Inoland Studio, during weekends and my free time I was involved in various projects related to game development, VR simulation, plugin development and ...

Learn more at
<https://nobandegan.com/inoland/>

UE4 Senior Developer at Kalao, Remote

March 2021 — January 2023

As a UE5 Senior Developer at Kalao, I was responsible for a wide range of tasks in the development of their metaverse.

Learn more at
<https://nobandegan.com/portfolio-archive/kalao/>

UE4 Lead Developer at VRPsyTech, Istanbul, Turkey

August 2019 — February 2021

As a Lead Developer at VRPsyTech, I was involved in several projects spanning different areas of virtual reality. like virtual reality therapy, car driving simulator, virtual classroom platform.

Learn more at
<https://nobandegan.com/vrpsytech/>

UE4 Developer at Simedix, Tehran, Iran

October 2018 — July 2019

As a UE4 Developer at Simedix, I worked on on OPSim, an eye surgery simulation using virtual reality.

Learn more at
<https://nobandegan.com/portfolio-archive/opsim-eye-surgery-simulator/>

Game Developer at Freelance, Remote

Amir Nobandehgan

April 2016 — September 2018

As a game developer, I gained valuable experience in game development using Unreal Engine 4. I began my journey by learning Unity and C#, but later switched to UE4 and mastered Blueprint Visual Scripting.

Learn more at

<https://nobandegan.com/game-developer-freelancer/>

3D Artist at Freelance, Remote

February 2014 — March 2016

As a 3D artist, I had the opportunity to learn and work with different 3D software. Initially, I started with 3D Max, but soon discovered that Blender was more suitable for my needs.

Learn more at

<https://nobandegan.com/3d-artist-freelancer/>

Web Developer at Freelance, Remote

January 2011 — January 2014

As a freelance web developer, I excelled in server setup, scalable hosting solutions, and SaaS product development.

Learn more at

<https://nobandegan.com/web-developer-freelancer/>

EDUCATION

Master of Computer Network, Azad Shomal, Tehran

2020 — 2022

Bachelor of Computer Network, Koosha, Alborz

2017 — 2020

Bachelor of Software Engineering, Azad Safadasht, Tehran

2015 — 2017

Amir Nobandehgan

LANGUAGES

☒ English

☐ Persian

HOBBIES

Playing Video Games, 3D Printing or Create DIY projects