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

UE5 Lead developer, Project manager at Diverge LLC, Dubai

February 2023 — April 2024

At Diverge, I advanced from Lead Unreal Engine 5 Developer to Project Manager, overseeing the creation of a major game and a community-focused web platform. I improved project management systems and managed server infrastructure to support diverse development projects effectively.

Learn more at

https://nobandegan.com/diverge/

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/

Amir Nobandehgan

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

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

Amir Nobandehgan

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

LANGUAGES

English   Persian

HOBBIES

Playing Video Games, 3D Printing or Create DIY projects