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Top Skills

unreal engine 5
ue5
unrealengine

Languages

English (Professional Working)
Persian (Native or Bilingual)

Amir Nobandegani

Unreal Engine Developer, Programmer, Specialist, Generalist
Dubai, United Arab Emirates

Summary

Hi there, I'm Amir Nobandegan, 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. My passion for game development started when I was young, and I've been pursuing it ever since. With an overall experience in programming spanning 10 years, I've honed a diverse set of skills.

I take pride in my ability to deliver high-quality work in a timely and efficient manner. My expertise includes creating engaging gameplay systems, developing modular and reusable components for games, and building immersive environments using virtual reality technology. Additionally, I have extensive experience with replication, multiplayer P2P and dedicated server, optimizing, and packaging to ensure the best possible user experience.

I'm a team player who values open communication, collaboration, and continuous learning. My goal is to create immersive experiences that engage and captivate users while pushing the boundaries of what's possible in game development.

If you're looking for an experienced UE4/UE5 developer who is passionate about game development and committed to delivering quality work, then look no further. Let's work together to bring your vision to life!

Please take a look at my personal website for Experiences, Skills, Educations and personal projects.
<https://nobandegan.com>

Experience

Inoland Studio

UE5 Developer, Generalist, Specialist, Programmer

February 2020 - Present (3 years 10 months)

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, and 3D asset creation. One of the key areas where I contributed was in creating content for Unreal Engine Marketplace, where we sold 3D props, environments, and plugins for Unreal Engine 5.

During this time, I developed multiple plugins for UE5, which helped me gain experience in creating custom online subsystems for account management and online features such as gamification. Additionally, I also created IBG, a cross-platform online PVP board game platform that included 3 board games. The platform was available on Windows, Android, and Linux and had P2P networking for multiplayer gameplay along with a custom account and friend system. This project helped me gain valuable experience in game development, networking, and cross-platform compatibility.

Kalao

UE5 Senior Developer

March 2021 - January 2023 (1 year 11 months)

As a UE5 Senior Developer at Kalao, I was responsible for a wide range of tasks in the development of their metaverse. One of my key contributions was the creation of a REST API for web server communication with Unreal Engine. This allowed for seamless communication between the game and external systems. Additionally, I added a custom account system to EOS, which allowed for secure and personalized user accounts.

In order to enhance the multiplayer experience, I created a variety of subsystems, including a voice chat system and a matchmaking system for both P2P and dedicated server sessions. I also developed a fully replicated character system that was compatible with VR.

To improve the interaction between actors and props, I created modular interaction systems for dragging and dropping objects. I also helped optimize the massive level for both GPU and CPU usage, making it compatible with VR and creating multiple blueprints systems to aid in development.

I further contributed to the development of the game by creating a custom game mode, which allowed for easy management of the flow of minigames, and a replication integration system to ensure that blueprints worked

seamlessly in multiplayer. I also developed several gameplay systems to enhance the overall gameplay experience.

Overall, my time at Kalao allowed me to further refine my skills in game development, particularly in creating complex systems for multiplayer games and metaverse environments. I gained valuable experience in optimization, integration, and collaboration, and honed my ability to work effectively within a team environment.

VRPsyTech

UE4 Senior Developer

August 2019 - February 2021 (1 year 7 months)

As a Senior Developer at VRPsyTech, I was involved in several projects spanning different areas of virtual reality. One of the primary projects that I worked on was the VRT, which was aimed at helping children treat their ADHD. I contributed to the project by creating several scenarios and minigames for VR, as well as an account system for doctors to manage their patient records. Additionally, I created a hardware device using Arduino that could track a patient's stress level, and I developed a subsystem to connect the hardware to the Unreal Engine.

In continuation of the VRT project, we expanded it to include treatment for various phobias like Acrophobia and Arachnophobia. As part of this expansion, I created multiple NPCs and scenarios in the VR environment to help users overcome their fears.

We also added a relaxation section to the platform where users could relax in a VR environment. To enhance the user experience, I created a system for analyzing the stress and attention levels of the user and changing the environment to help the user relax better.

During the COVID-19 pandemic, we created virtual classroom platforms for universities. I created a platform where users could either host or join virtual classes, and the platform had a custom account system with a friend and matchmaking system. It was cross-platform and optimized for Windows, Linux, Android, and iOS. I also created a management panel for the host of the session, which had capabilities like letting users talk, write, or share media.

Working at VRPsyTech, I gained valuable experience in VR development, hardware integration, and cross-platform optimization. I also learned how to

manage large-scale projects and collaborate with a team to achieve project goals.

SiMedix

UE4 Junior Developer

October 2018 - July 2019 (10 months)

As a UE4 Junior Developer at Simedix, I worked on two projects, OPSim and VRT. My primary focus was on OPSim, an eye surgery simulation using virtual reality. In this project, I developed a subsystem in C++ to connect Unreal Engine with the hardware required for the surgery. I also created a retina shader and optimized the workflow for low latency use, which helped to provide a more immersive experience for users. In addition to OPSim, I worked on VRT, a virtual reality platform designed to help children treat their ADHD. In this project, I created multiple scenarios and mini-games in VR. I also developed an account system for doctors to manage the records of their patients. To track the stress level of patients, I created hardware using Arduino and developed a subsystem to connect it to Unreal Engine. During my time at Simedix, I gained valuable experience in C++ development, hardware integration, and VR game development. This role also helped me to hone my skills in optimizing workflows and ensuring low latency for VR applications. It was a challenging but rewarding experience that helped me to develop a deeper understanding of game development and the healthcare industry.

Freelance

Game Developer

April 2016 - September 2018 (2 years 6 months)

As a game developer from 2016 to 2018, 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. My first projects involved creating architectural visualizations for students, including a massive museum with detailed interior and exterior designs.

I then began working on game development, and my focus was on creating Battle Royale multiplayer games for Windows using Unreal Engine. These games included building systems, inventory systems, and survival mechanics. Through this work, I gained experience in multiplayer networking, performance optimization, and cross-platform development.

My experience as a game developer taught me how to work in a team, collaborate with artists and programmers, and manage complex projects with tight deadlines. It also helped me hone my problem-solving skills and become an expert in debugging and troubleshooting.

Freelance

3D Artist

February 2014 - March 2016 (2 years 2 months)

As a 3D artist from 2014 to 2016, 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. With Blender, I developed a strong foundation in both hard surface and organic modeling techniques. I honed my skills by learning advanced sculpting techniques and explored camera tracking, which allowed me to incorporate 3D elements into live-action footage.

During my tenure as a 3D artist, I worked extensively on modeling props for games and architectural visualizations. I gained a deep understanding of how to create and manipulate different assets within Blender to achieve the desired output. Through this experience, I became skilled at creating realistic models with attention to detail and accurate proportions.

Overall, my experience as a 3D artist taught me the importance of continually refining my skills and exploring new techniques to stay ahead in the industry. I remain committed to staying up-to-date with the latest trends and technologies, while also ensuring that I have a strong foundation in the fundamentals of 3D modeling.

Freelance

Web Developer

January 2011 - January 2014 (3 years 1 month)

As a web developer from 2011 to 2014, I gained valuable experience working with Linux operating systems such as CentOS 7 and Ubuntu. During this time, I developed the skills to create and manage web servers, specifically the LEMP stack, which includes Linux, Nginx, MySQL, and PHP. I utilized this knowledge to create various websites and online platforms using WordPress and other PHP scripts. Through programming with PHP, using MySQL, and learning CSS and HTML, I gained a solid foundation in web development and became proficient in designing and developing websites with a focus on user experience and functionality. This experience helped me to develop

my problem-solving skills, attention to detail, and ability to work under tight deadlines.

Education

Koosha

Bachelor's degree, Computer Network · (2017 - 2020)

Azad Safadasht

Bachelor's degree, Computer Software Engineering · (2015 - 2017)

Amol Amol

Associate of Software · (2012 - 2015)