

Vahab Ahmadvand

Experienced senior technical game designer with many years of experience in the gaming industry. Proven expertise in game design, scripting, level design, and project management with a demonstrated history of mentoring team members and developing innovative tools for game and level designers.

WORK EXPERIENCE

Gamecan, Senior Technical Game Designer

Jan 2021 - Present

- Acting as a lead game designer
- Established best practices, processes, and communication within the design team and other teams such as art and production.
- Provided clear direction, guidance, and constructive feedback to game designers and developers.
- Designed and developed a bunch of editor tools for game and level designers, such as a blackout kit tool with the ability to mirror, and flip the entire map.
- Prototype game content to help define and clarify desired tool needs
- Research, design, implement, and maintain game content and systems through blueprint visual scripting.
- Support members of the design team with a technical perspective.
- Responsible for designing the user experience.
- Key Projects:
 - **Maximum Football 2024**
 - **Contenders: Arena**

YaraMobile, Team Lead, Game Developer

Jan 2019 - Dec 2020

- Where I led a multidisciplinary team of developers and artists to create a significant number of small web-based HTML5 educational games for kids for Digitoon.tv
- Developed a custom node-based editor tool in Unity and C# which let the team create a series of interactive visual novels.
- Was responsible for producing a video streaming app for kids with Unity.

Atitel Co, Technical Game Designer

Jan 2017 - Sep 2018

- Designed and developed various game systems and mechanics.
- Created editor tools for level designers with visual scripting.
- Implemented the vehicle's system, driving and navigating.
- Conceptualized and prototyped the AI, and enemy encounters.
- Constructed the interaction system for a first-person shooter game.

Bearded Bird Game Studio, Associate Producer

June 2013 - Sep 2014

- Coordinated a team of 25 and communicated the vision to develop an action-adventure game for PC (**Parvaneh Legacy of the Light's Guardians (Action-Adventure)**)
- Was responsible for planning and task delegation.
- As a scrum master, removed obstacles that were impeding the team's progress and controlled the quality of the product

Yeganeh Afzar (Self-employed), Team Lead, Game Developer

Nov 2010 - Mar 2012

Kosar Noor Rayaneh, Game Developer

June 2010 - Oct 2010

Pärnu, Estonia

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 [VahabAhmadvand](https://github.com/VahabAhmadvand)

 Ahmadvand.weebly.com

CORE SKILLS

Proficient: Unreal Engine 4/5, Visual scripting, Blueprint, Unity, C#, C++, Git, SVN, Microsoft Office, Photoshop, Sketch Up, Game Design, Level Design, Scrum, Machination, Technical writing, Product management
Familiar: 3DMax, Blender, World machine, Hammer Editor, Gameplay Ability System

SOFT SKILLS

Leadership skills, Flexibility, Problem-solving, Teamwork, Communication, Self-management, Collaboration, Mentoring

AWARDS

Best PC game in 4th Tehran Game Festival (2014) 7 awards

Nominee in 3rd serious game festival (Segap 2019) - First AID

LANGUAGES

Persian native
English Fluent

VOLUNTEER ACTIVITIES

Tehran Game Festival Board member for four years

TEACHING EXPERIENCE

Full Cycle Game Academy, Unreal Authorized Instructor

Sep 2022 - Present, Contract

- Fundamentals of Game Design and Level Design
- Introduction to Unreal Engine

University of Tartu Pärnu College, Unreal Engine Instructor

Nov 2021 - Feb 2022

- Fundamentals of Video Game Development

Iran Game Development Institute

Lecturer, June 2015 - Jan 2021, Part-time

- Fundamentals of Game Design
- Introduction to Level Design,
- Designing an adventure game
- Introduction to Unreal Engine 4
- Unity C# Scripting for UI & UX

Game Incubator Manager, June 2015 - Jan 2021, Part-time

- Managing and mentoring all teams to bring them up to make games
- Leading Game jam events

EDUCATION

Zanjan University of Applied Science and Technology | 2010

Bachelor's Degree in Software Engineering

PRESENTATIONS

The How and Why of Remote Game Development, TehranGameCon

June 2018

- A remote team creation process
- Prevent erosion of the project
- The pros and cons of remote working