Game Developer with +2 years of experience in game industry, with a focus on level design and game design concepts and knowledge of software engineering.

#  EDUCATION

**BA Software Engineering | Sadra Institute Of Higher Education**

2013 – NOW

**Mathematics | Mulla Sadra**

2009 – 2013

#  EXPERIENCE

## Level Designer | ESPRIS

2016 – 2016

Responsible to design levels & assign HP, damage, gold, time etc. in a platformer game.

## Game Developer | Nahantech

2018 – NOW

ARMIN

**AHMADI**

Tehran, East

0910 26 86 477

arminakvan@yahoo.com

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@Finarmin

**OBJECTIVE**

Main designer and developer of HTML games.

#  SKILLS

* Unity  Level Design
* Construct 2  Game Design
* Programming

#  ACTIVITIES

Calculator program project: C#.

Calculator program project: Java.

Student data management program: C#.

Knight tour, King Tour: C++.

Website Design: HTML, CSS.

HTML Games: Construct 2.

Platformer Game (Level Design): Unity.