

Parsa Arashmehar

Game Designer & Programmer

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Canada , Ontario

- **First-Class Honours Graduate:** 2 Bachelor's degrees of Computer Game Development from Staffordshire University UK & APU Malaysia both with first class GPA
- **Award Winning Performance:** Awarded as "The Best Student" for outstanding academic and project achievements in APU
- **Unreal Engine Expertise:** Proficient in developing complex game mechanics with a focus on gameplay design and technical implementation including Mechanics, Abilities, Gameplay subsystems, AI, multiplayer features, and physics.
- **Industry Experience:** Contributed to published titles like *Eximius -FrontLine* (Ammobox Studios) & *Distorted Echos* (Solo Made) working on gameplay design, programming, and interactions.
- **Research & Innovation on AI:** Applied Utility Theory & Neural Networks to create dynamic behaviors for video games AI agents
- **Video Game Subsystems:** Designed complex framework systems such as inventory management, build /crafting, Co-op and environmental interactions in tons of Indie projects

Education

- **3D Character & Animation Post Graduate Certificate** *2024-Present*
 - Fanshawe College - Canada
- **2 Bachelor's degrees in Computer Games Development** *2018- 2022*
 - Staffordshire University, UK & Asia Pacific University, Malaysia
 - Classification: First Class with Honours on both
 - GPAs: **3.7/4.0 APU** **4.0/4.0 Staffordshire**
- **Final Year R&D Project** *Jan 2022*
 - Utility AI as a New Paradigm: Effective and Intelligent Alternative for Behavior Trees
APU – Malaysia
- **Best Student Certificate Award** - Asia Pacific University, Malaysia *Dec 2021*
- **Dissertation - Published Paper:** "Influencing Factors in a Survival Experience" *July 2019*
 - Presented the paper on "3rd Global Conference on Computing and media Technology in Kuala Lumpur -Malaysia"
 - DOI : **10.31838/ijpr/2020.12.02.0130**
- **Advanced C++ Programming Certificate** No.:971.44.610 *Oct 2018*

Experience

- **Environment Designer** - *Unbound Fashion Show* - Canada **2024-2025**
- **Lead Developer & Designer** – *Distorted Echos (Own title)*- Canada **2022-Present**
Designed and developed all aspects of *Distorted Echos*, an Action-RPG sci-fi third-person shooter, using Unreal Engine 4 & 5.
 - Character mechanics, AI, Inventory management, Advanced Build & Craft systems, Dynamic weather cycle, Player Abilities
 - Designed and implemented multiplayer and cooperative networking features.
 - Optimized the game for networking performance, ensuring a smooth multiplayer experience.
 - Developed game UI and Level design, all independently.
 - *Result:* Steam listing with an upcoming release, showcasing AAA level quality developed solo over 3 years.
- **Gameplay Programmer & Level Designer** - *by Ammo Box Studios* **2020-2021**
Eximius: Seize the Frontline (Published Title by Ammo Box Studios) - Malaysia
Contributed to Gameplay design & Character abilities while enhancing the level design.
 - Designed and refined character abilities, weapons and environmental interactions
 - Developed the multiplayer maps, optimized and balanced the level structures.
 - Debugged key gameplay systems and ensured smooth game interactions.
 - *Result:* Improved gameplay mechanics – polished team-based mechanics before release
- **Indie Game Projects** – *Personal Portfolio* **2017- present**
Developed multiple indie projects using Unreal Engine, focusing on diverse gameplay systems and mechanics.
 - Developed complete gameplays from scratch including Coop Multiplayer, Creative Player Mechanics, my own AI frameworks.
 - Utilized reinforcement learning and Neural networks for AI agents within unreal engine
 - Designed high-quality environments including detailed interiors and exteriors such as alien planets, atmospheric forests, Urban Areas.
 - *Result:* Demonstrated a broad range of skills in game design, development, and level creation.