

# Parsa Arashmehar

Game Designer & Programmer

www.GamesByParsa.com

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Portfolio: GamesByParsa.com

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Canada -Ontario

- **First-Class Honours Graduate:** 2 Bachelor's degrees from Staffordshire University UK & APU Malaysia 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 programming and technical implementation including Gameplay Mechanics, 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** [\(Click To View\)](#) *2018- 2022*
  - Staffordshire University, UK & Asia Pacific University, Malaysia
  - Classification: First Class with Honours on both
  - GPAs: 4.0/4.0 Staffordshire 3.7/4.0 APU
- **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** - APU, Malaysia [\(Click To View\)](#) *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" [\(Click To View\)](#)
- **Advanced C++ Programming Certificate** – Shiraz University, Iran [\(Click To View\)](#) *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. [\(Click to View Steam Page\)](#)
  - Character mechanics, AI, Inventory management, Advanced Build & Craft systems, Dynamic weather cycle, Player Abilities
  - Designed and implemented multiplayer and cooperative networking features for planned release in Q3 2025.
  - 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**  
[\(Click To View Steam Page\)](#)  
*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.