

Aidin Zolghadr

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Objective:

To equip myself further academically and build on my industry-hardened skills in Computers, so that eventually I may undertake cutting-edge research in Computer Science. I bring along a strong grasp of the fundamentals of Computers, an aptitude for research and team work, a zest for challenge and an enthusiastic desire to learn.

Educational Background

2005-2008:	University of Science and Culture	Bachelor of Science: Software Engineering.
2003-2005:	DPI University (ex-IBM)	Associate of Science: Computer Software

Experience

Game Development

- Excellent command over languages such as C/C++, C#, ActionScript 3, Python, Lua.
- Creating various 2D game engines with various frameworks and platforms from bare Win32 APIs up to XNA and Flash to OGRE 3D.
- Artificial Intelligence (A.I.) in order to develop better human-like behavior for games.
- OGRE Graphics Engine for Garshasp video game.
- Deep understanding of OOP and OOD architecture and various design patterns.
- Experienced with OpenGL, Shaders and GPU level programming.
- Version Control systems such as Subversion and AlienBrain on 30+ people projects.
- Serious games: Research and study for the development of game-based learning and its use for educational purposes such as "Smoking Prevention".

Web Development

- Major experience in C#, PHP and Java, ASP.net, Versed in .NET Framework technologies, experienced with XML and related technologies, extensive knowledge of relational databases (design and implementation) such as SQL, Intranet programming, Control-by-telephone systems.

Misc.

- Utilizing Processing, openFrameworks and Arudino to create interactive art for exhibitions and live music performances.
- Holding a monthly column in Iran's first and only game development magazine.
- Keep a [technical blog](#) which covers my present projects.

Employment History and Projects

2010-current: DarkestKorner Platformer (Work in progress title):

- A 2D game project in progress which uses Flash ActionScript 3 and besides running on the Web, its portable to popular handheld devices such as Android phones and iOS (iPhone, iPad, etc) devices.

2010: [Hasan Kachal](#) and Secret of The Red Apple ([Facebook fanpage](#)) :

- A 2D platformer wrote in Microsoft XNA, based on a cultural Persian old story with the theme of fighting laziness, where the player should not stay still and moves around while gathering apples in order to avoid running out of time.
- Held the roles of Team manager, sole developer and game designer on a zero budget project in less than three weeks.
- Nominated as "Best Independent Game" at the first Persian game expo.

2007-2010: [Garshasp](#) Video Game (Currently being sold on [Steam](#))

- Part of the programming team using C++, Python, Lua.
- Special Effects by designing and scripting all VFX used in the game, such as blood particles, smoke, spells, sparkle, etc.
- Was the only person in our 30+ team whom knew both the technical and the artistic sides of game development. This helped both the technical and art departments to understand each other better and occasionally made tools to help and improve the development pipeline.

2005-2006: Parsian Bank Automation System

- Complete .net based pilot solution of Parsian banking system, with its later integration with J2EE.

2005: Forum System

- A complete forum system written by C# from scratch which utilized .NET framework. This project contained all the requirements and modules to work on both Internet and Intranets and used SQL Server as its database.

2004: Weather Reports

Developed software to accept and analyze weather data in order to create custom reports, with the ability to print and work over LANs which used n-tier development model, during my internship at “Rayan Mehr Daneshsanj” company.

2003: DPI University’s Computer Department Course Scheduling Software

- Wrote software to maintain domestic scheduling for both students and professors to give them the ability to choose or change courses via the Internet or university’s own LAN.

Teaching Experience

2005-2008:	University of Science and Culture	Teaching assistant for Computer Graphics, C++ language.
2003-2005:	DPI University (ex-IBM)	Teaching assistant for Digital Design, Database design.

Areas of Professional Interest

- 2D/3D Game Development: Designing, Programming, Testing, basically everything game related is interesting to me.
- Developing advanced A.I. algorithms to understand player behavior and adapt game difficulty level accordingly.
- Teaching more advanced computer topics in simple terms to people in and outside of the computer field.
- Serious Games: Using video games for means other than entertainment such as educational purposes.
- Computer graphics: Shaders, GPU programming, both high level and low level.
- Concurrent and Parallel algorithms.
- Game development pipelines.

Hobbies

- Short films: Whenever I have some budget and spare time, I enjoy writing a good script, shooting and editing. Currently I have created a few short films in different genres.
- Kyokushin Karate: Whenever possible I try not to miss dojo and practice Karate as well as reading up on martial arts philosophy.
- Music: Music has been with me all my life and after years of playing guitars, now I find myself mostly tinkering with synthesizers and experimenting electronic music.
- Volunteer to troubleshoot over the Internet on forums and mailing lists.

Languages:

- Fluent in English and Farsi/Persian, both written and spoken.
- Beginner level understanding of Japanese.

References available upon request.