



AMIR NOBANDEHGANI

PROFILE

Experienced game developer with over a 7 years of expertise in Unreal Engine and VR solutions.

Proven leader in managing multidisciplinary teams and developing innovative projects.

Skilled in advanced Blueprint and C++ development, performance optimization, and custom software integration.

Specializing in game development, virtual reality, and project management.

Committed to continuous learning and delivering immersive, high-quality experiences.

Skills

- ◆ Game Development
- ◆ Designing Games
- ◆ Security and Monitoring
- ◆ Multiplayer Game Development
- ◆ Virtual Reality (VR)
- ◆ Cross-platform Development
- ◆ Medical Simulation
- ◆ C++
- ◆ Collaboration
- ◆ Package, Deployment
- ◆ Gameplay programming
- ◆ Network and System Administration
- ◆ Project Management
- ◆ Metaverse
- ◆ Unreal Engine
- ◆ Server Management
- ◆ API Development
- ◆ Game Engine Architecture
- ◆ User Interface (UI) Design
- ◆ Training Simulation
- ◆ Project management

LINKS

[Personal Website](#) [Linkedin](#) [Github](#) [Discord](#)

EMPLOYMENT HISTORY

UE5 Core developer, Specialist at Inoland, Dubai

April 2024 – August 2024

I have been deeply involved in every aspect of our projects, specializing in Unreal Engine development. My role encompasses creating and optimizing advanced systems using Blueprint and C++, as well as leading the development of multiple indie games, including a co-op puzzle game, a horror game, and other innovative projects. I have also developed numerous custom plugins for Unreal Engine 5, enhancing functionality and streamlining workflows for our team and clients.

Learn more at <https://nobandegan.com/inoland/>

UE5 Lead developer, Project manager at Diverge LLC, Dubai

February 2023 – April 2024

I worked as the Lead Developer at Diverge, where I led the development of a pipeline for digital twins, character systems, and backend platforms.

I managed a multidisciplinary team, optimized performance, and implemented scalable solutions for the game.

Learn more at <https://nobandegan.com/diverge/>

UE4 Senior Developer at Kalao, Remote

March 2021 – January 2023

I worked as a Senior Developer at Kalao, focusing on the development of a metaverse platform.

I was responsible for creating and optimizing game mechanics, developing an API system for NFT integration, and ensuring scalable multiplayer solutions.

Learn more at <https://nobandegan.com/portfolio-archive/kalao/>

UE4 Core Developer at VRPsyTech, Istanbul, Turkey

August 2019 – February 2021

I served as the Core Developer at VRPsytech, where I developed VR platforms for ADHD and phobia treatment, virtual classrooms, and simulators.

I managed the entire development process, from coding and optimizing to leading the art team and creating innovative VR experiences.

Learn more at

<https://nobandegan.com/vrpsytech/>

UE4 Developer at Simedix, Tehran, Iran

October 2018 – July 2019

I worked as a UE4 Developer at Simedix, focusing on developing a VR eye surgery simulator.

I created plugins to integrate physics simulations and custom hardware, developed realistic eye shaders, and optimized visual effects for accurate simulations.

Learn more at

<https://nobandegan.com/portfolio-archive/opsim-eye-surgery-simulator/>

Game Developer at Freelance, Remote

April 2016 – September 2018

I transitioned into game development, starting with Unity and later moving to Unreal Engine 4 (UE4).

I created prototypes, large-scale architectural visualizations, and developed a battle royale game from scratch, mastering game mechanics, animations, and multiplayer systems.

Learn more at

<https://nobandegan.com/game-developer-freelancer/>

3D Artist at Freelance, Remote

February 2014 – March 2016

I transitioned into 3D artistry, starting with 3ds Max and then fully embracing Blender.

I created 3D models and scenes, explored VFX, and mastered various aspects of 3D art, including hard surface and organic modeling, texturing, shading, and animation.

Learn more at

<https://nobandegan.com/3d-artist-freelancer/>

Web Developer at Freelance, Remote

January 2011 – January 2014

I transitioned from creating simple Visual Basic programs to mastering web development.

I built my first website in 2012, rapidly advancing my skills in HTML, CSS, PHP, and MySQL, and offering comprehensive web design services, including custom WordPress development and server management.

Learn more at

<https://nobandegan.com/web-developer-freelancer/>

ARTICLES

Multithreading in Unreal Engine 5

I've written a comprehensive guide on multithreading in Unreal Engine 5! This article is perfect for developers looking to leverage the power of multithreading to optimize their games and improve performance.

For an in-depth look at how to effectively implement multithreading in your Unreal Engine 5 projects, you can read the full article on my studio's website.

[Read more](#)

Unreal engine C++ VS. Modern standard C++

In the article, I explore the key differences and similarities between Unreal Engine 5's version of C++ and the modern C++ standards.

For a comprehensive comparison and detailed explanations, you can read the full article on my studio's website.

[Read more](#)

Unreal Engine 5 Gameplay Framework

In the article, I explore the fundamental components of Unreal Engine 5's gameplay framework

For a comprehensive understanding of these elements and how to effectively use them in your Unreal Engine 5 projects, you can read the full article on my studio's website.

[Read more](#)

EDUCATION

Master of Computer Network, Azad Shomal, Tehran

2020 – 2022

Bachelor of Computer Network, Koosha, Alborz

2017 – 2020

Bachelor of Software Engineering, Azad Safadasht, Tehran

2015 – 2017

LANGUAGES

English

Persian

HOBBIES

Playing Video Games, 3D Printing or Create DIY projects

LICENSES & CERTIFICATIONS

Programming Foundations: Fuzzy Logic, LinkedIn learning

July 2024

Amir Nobandehgani

[LinkedIn Learning Certificate of Completion](#)

Nail Your C++ Interview, LinkedIn learning

June 2024

[LinkedIn Learning Certificate of Completion](#)