Parsa Dehghani

Software Developer / Game Developer

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About me

I am a software developer with experience in developing software applications and games.I am proficient in multiple programming languages such as C++, C# ,html/css/js, and Python. Currently studying software engineering at Khorasgan University.
I am passionate about developing software that is efficient and user-friendly.I am currently working on a 3D game engine called NeoStorm engine that supports Vulkan and DirectX 12 with an easy to use interface and it supports consoles and desktops.
I am excited about the future of software development and the endless possibilities it holds.

EDUCATION

2021 - Current **Khorasgan**
Currently studying software engineering at khorasgan university

EXPERIENCE

2021 - current **NeoStorm Engine**
A 3d game engine made by me with, d3d12 and Vulkan api

2022 - 2020 **Unity**
Extensive Experience with the Unity Editor and C# scripting

2019 - 2023 **Unreal engine**
Experienced Unreal Engine developer with multiple years of experience in game development.
projects include abandoned game and weather system."

2015 - 2023 **Cryengine**
Experience with the old CE3 and CE5 sandbox

SKILLS

C++
● ● ● ● ● ● ○

C#
● ● ● ● ● ○ ○

Python
● ● ● ● ● ○ ○

HTML/CSS/JS
● ● ● ● ● ○ ○ ○

Lua
● ○ ○ ○ ○ ○ ○ ○

LANGUAGES

Persian
● ● ● ● ● ● ●

English
● ● ● ● ● ● ●