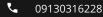
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www.game4me.ir



Gamer2030fasterthangame@gmail.com

https://github.com/Gamer2030a

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

About me

possibilities it holds.

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

SKILLS

