

# Erfan Rafieioskouei

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## About Me

Passionate Game Developer and Designer with 5+ years of experience specializing in game mechanics design, AI programming, and gameplay experiences. Expert in Unity 3D/2D development. Having strong technical skills in C# and C++ with creative design thinking to create engaging player experiences. Continuously exploring cutting-edge technologies for better results.

## Technical Skills

**Game Engines:** Unity 3D/2D, Unreal Engine

**Programming:** C#, C++, Python, JavaScript

**Specializations:** AI/NPC Systems, Level Design, VR Development, PCG, Game Optimization

**Tools:** Git/GitHub, JetBrains Rider, Blender, Mixamo

**Languages:** English (Fluent), Persian (Native)

## Experience

**Volunteer, Head of Gamelab** | *University Role*

Sep 2022 – Sep 2024

- **Led** faculty game development lab, organizing **industry-related events** and **game jams**
- Created **educational environment** for teaching **game development fundamentals**
- **Coordinated** with **industry professionals** to host **workshops** and networking events

**Game Developer & Designer** | *HUB Gaming Startup*

Jun 2021 – Jun 2023

- **Shipped 2 hyper-casual mobile games** for Cafe Bazaar platform, achieving **Game Jaam Award**
- **Engineered** core **gameplay mechanics** and **character animation systems** using **Unity and C#**
- Designed innovative **puzzle games** and **improved player experience by 30%** through data-driven feedback and iterative design

## Projects

**Multi-Agent Town Story Simulator** | *MSc Thesis Project* | [GitHub](#)

May 2025 – Aug 2025

- **Developed hybrid architecture** combining **Behavior Trees with LLM** narrative generation for **emergent storytelling**
- **Implemented multi-agent simulation** with **6 autonomous agents** featuring distinct personalities and behavioral patterns
- Created **analysis framework** using **TF-IDF, cosine similarity, and sentiment analysis** for narrative validation

**The Stranded** | *3D Action-RPG* | [GitHub](#) | [Play Demo](#)

Oct 2024 – Jan 2025

- **Led development** of **WebGL 3D RPG game** in **team of 5**, implementing **AI behavior system** and shooting mechanics
- Designed **NPC AI system** and **environmental puzzles, improving player engagement by 40%**
- Achieved **15 minutes average playtime** through **6 weeks of constant playtesting** with up to **60 players**

## Education

**MSc Computer Games** | [Queen Mary University of London](#)

Sep 2024 – Sep 2025

- Graduated with **Distinction**

**BSc Computer Engineering** | [Shahid Beheshti University](#)

Sep 2019 – Feb 2024

- GPA: **3.4/4**