Mahmood Asadi

Senior Game Programmer | Unreal Engine and C++

ma.asadi215@gmail.com | +98 911 218 6813 | LinkedIn | Portfolio

Portfolio: Warden's Ascent | Testament | SincereMen VR

PROFESSIONAL SUMMARY

Senior Game Programmer with 11+ years delivering gameplay and production systems in Unreal Engine 4 and 5 and C++. Experience spans gameplay architecture, GAS, multiplayer combat, character, boss and crowd AI, locomotion, VR interaction, vehicle physics, backend integration, UI and editor tooling. Builds reusable, designer-friendly systems that reduce production overhead and remain dependable as games scale.

TECHNICAL SKILLS

Core: C++ | Unreal Engine 4 and 5 | Gameplay architecture | Systems design | Debugging | Optimization | Memory management

Gameplay and AI: GAS | Multiplayer turn systems | Damage and healing | Character, boss and crowd AI | Locomotion | VR | Vehicle physics

Production: Editor tools | Data Assets and Data Tables | Backend integration | UI | Object pooling | State machines | Pathfinding

PROFESSIONAL EXPERIENCE

Senior Game Programmer | Pixelmon

Warden's Ascent • Oct 2023 - Mar 2026

- Built character gameplay systems with GAS, including abilities, attributes, damage and healing executions, and player-facing system presentation.
- Implemented character targeting and AI; contributed to multiplayer turns, damage flow, battle resolution, winner and loser states, and rewards.
- Implemented the Expedition game system and its world map; contributed to team assignment, its UI, and the campaign world map.
- Delivered the in-game HUD and health, buff and debuff presentation; contributed to team selection and ability descriptions.
- Contributed to communication between gameplay modules and backend services across multiple game systems.
- Created a pipeline that converted designer-authored Google Docs into validated UE5 assets and gameplay classes, reducing manual setup and accelerating iteration.

Senior Game Programmer | Fairyship Games

Testament - The Order of High Human • Oct 2019 - Apr 2023

- Implemented crowd enemy AI, animation systems, and a crowd manager that coordinated attack behavior across encounters.
- Implemented GAS attributes, gameplay abilities, effects and execution classes, alongside climbing, vaulting, ledge walking, wall running and rope-climbing locomotion.
- Implemented all boss characters, including AI behavior, animation blueprints, abilities and gameplay effects.
- Developed projectiles, spells, traps, and supporting combat mechanics outside the core GAS implementation.
- Built object pooling and state-machine-based spawning to support efficient, controllable runtime encounters.
- Created Unreal Editor tools for optimization, level design, and in-editor bug reporting to support the wider development team.

Game Programmer | Utopia Entertainment

SincereMen VR • Jun 2015 - Oct 2019

- Developed physics-driven VR interactions for grabbing, climbing and detailed weapon handling.
- Implemented gameplay systems, mechanics and enemy AI behavior in Unreal Engine 4 and C++.
- Built custom helicopter physics and aerial pathfinding systems.
- Created spline-based vehicle navigation with obstacle avoidance for authored routes and active encounters.
- Optimized runtime systems to maintain the consistent frame rate and responsiveness required for VR.

EDUCATION

Bachelor of Computer Software Engineering