

Ahmad Mir Mohammad Sadeghi

Game Projects:

Liquidators (2020)

Unreal Engine 4, Survival Horror Experience

Director, Producer, Writer, Project Lead, Indie Studio Founder

I was responsible for the Concept, GDD, Prototype, Art Style, Game Design, Level Design, Mission Design, Game Mechanics, Atmosphere, Vision and Direction. I directed and collaborated with Sound Design, Music, UI Design, Trailer, Producing, Team Assembly and Training. Wrote the dialogues and directed voice acting. Managed the project from conception to completion on a schedule of 1 year with a team of 10.

Nominated for Best Indie Sound Design at G.A.N.G.

Available Now on Steam:

<https://store.steampowered.com/app/1382200/Liquidators/>

Einblick (2019)

Unity, Visual Based Puzzle Game

Director, Producer, Project Lead

Crafted the concept, presented it, and created a team of 4. Managed the project till completion in the span of 3 weeks. I created the levels, the visual narrative, and the perspective changing concept.

The Sitting (2018)

Unity, Live-Action Point and Click Adventure Game

Game Designer, Producer

Pitched the idea to my friend, then assembled a team and brought it to completion. I had the role of Game Designer, Producer, Assistant Director.

Trash Pandas (2018)

Unity, Physics-based Co-op Game

Game Designer, Programmer

Developed the game with partner in the span of 2 months. I did the Game Design, Game Mechanics, Programming (C#), and Physics Implementation.

Game Dev Skills:

Game Design
Level Design
Mission Design
Conceptualizing
Prototyping
Directing
Producing
Writing

Software Skills:

Unreal Engine 4
Unity
Perforce/GitHub
Visual Studio
Blueprints
C#/C++
Microsoft Office Suite

Education:

University of Southern California
(School of Cinematic Arts)
MFA in Game Design and
Interactive Media (2020)

Loyola Marymount University
BA in Writing (2017)

Santa Monica College
AS in Liberal Arts (2015)

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