

Hassan Hosseini

Email: Hosseini_hasan@hotmail.com

Website: <http://hassanhosseini.com/>

Phone: (+98) 0938 976 0745 – **Iran**

• About Me

I am a game developer who concentrated especially on gameplay programming. It has been for about 6 years that I involved with game development. I have started game making with 3D Game Studio and Torque Game Engine since 2007 and continued with unity3D, UDK, CryEngine; And I have been working with Unreal Engine 4 for three years.

Making game has always been my passion, I would like to make something that people love to play it.

I spend a lot of time to play video games because it helps me to update my self with new technologies and gameplay elements, maybe it was interesting for you to know that I started to love video games when I played Project IGI for the first time ☺.

• Education:

University of Applied Science and Technology

Bachelor's degree, Information Technology, 2013 – 2017

• Skills:

Gameplay Programming: C++, C#

- Animation Gameplay Programming
- Player Abilities Programming
- Network Features
- AI & Behavior tree Programming
- UI Programming
- 3D Math Programming For Gameplay

Development Tools:

- UE4
- Unity3D
- Visual Studio

API and Libraries:

- Unreal Engine 4 API
- Unity3D API
- Direct3D & OpenGL & Win32 (Elementary);

• Professional Experience & Projects:

- ✓ 2018 – present ***Gameplay Programmer***, Self-Employed, UE4

Working on MMOFPS with Unreal Engine 4

- Network programming
- UI Programming
- Customizable weapon programming
- Customizable character programming
- Classic multiplayer game types
- Upgrade system

- ✓ 2016 – 2018 ***Gameplay Programmer***, Hammer Games Studio,
<http://www.hammergames.co/>, UE4

Game Name : In The Name Of Freedom Episode 1 Vietnam

- Main Character Ability
- AI Programming
- UI And Main Menu Programming
- Cut scene Implementation

Official Trailer : <https://vimeo.com/227722799>

Review : <http://www.digitallydownloaded.net/2017/10/heres-game-on-war-you-should-actually.html>

Walk through : <https://www.youtube.com/watch?v=45PNXSvOiBc>

- ✓ First half of 2014 - 2016 **Gameplay Programmer**, Persian Young Game Developers, www.ygd.ir, UE4

Game Name : Hezar Sangar

- Main Character Programming
- Ai Programming(Friend And Enemy Ai)
- Blueprint Utility Functions

***This game is under development process**

Alpha Demo : <https://www.youtube.com/embed/LHDzrt-Xl84?wmode=opaque>

- ✓ 2014 - First half of 2014 **Programmer**, Persis, www.Persisit.ir, unity3D

Product Name : 3D Car, 3D Diamond

- Live wallpaper on android device

3D Car : <https://play.google.com/store/apps/details?id=com.Persis.iCar&hl=en>

3D Diamond : <https://play.google.com/store/apps/details?id=com.Persis.Diamond>

- ✓ 2013 - 2014 **Gameplay Programmer**, Matlae Fajr, matlaefajr.ir, UDK

Game Name : Pigeon Of Medina - PC

- Main Character Ability
- Ai Programming
- Crowd Programming
- Ai Programming

Official Trailer : <https://www.youtube.com/embed/eIQ-uSxUsro?wmode=opaque>

✓ 2013 - 2014 **Gameplay Programmer**, Matlae Fajr, matlaefajr.ir, Unity3D

Game Name : Pigeon Of Medina – Mobile (Android - IOS)

- Main Character Ability
- Ai Programming
- Crowd Programming
- Ai Programming
- Optimization

Persian Android Parket : <https://cafebazaar.ir/app/ir.FajrDev.KabootareMadineh/?l=fa>

✓ 2012- 2013 **Programmer**, Matlae Fajr, matlaefajr.ir, UDK

TV Game Name : Dastan Behesht – IRIB 1

- All programming stuff

TV Video : https://www.youtube.com/embed/5L3WHvur_fl?wmode=opaque

✓ 2012 - 2013 **Programmer**, Matlae Fajr, matlaefajr.ir, UDK

TV Game Name : Dastan Behesht – IRIB Mashhad

- All programming stuff

TV Video : <https://www.youtube.com/embed/05f0rH6o8FQ?wmode=opaque>

• Showcase :

AI & Behaviour :

Frient Vs Enemy : <https://www.youtube.com/watch?v=LHDzrt-XI84&t>

Stealth : <https://www.youtube.com/watch?v=QVoYtvhCKHo>

Classic 01: <https://www.youtube.com/watch?v=slphkeecyIs>

Classic 02: https://www.youtube.com/watch?v=I1iQpJo_q7E

Classic 03: <https://www.youtube.com/watch?v=2GmobkdKhw4>

Fun IGI (UDK) : <https://www.youtube.com/watch?v=jwEaw2NsrQM>

FlockBehavior 01 (Unity3D): <https://www.youtube.com/watch?v=5mqtvbNWajo>

FlockBehavior 02 (Unity3D): <https://www.youtube.com/watch?v=r4w3UfLNwAk>

Crowd AI Fun : <https://www.youtube.com/watch?v=nfc5-IlhaRk>

AI MachinGun : <https://www.youtube.com/watch?v=XttDQWiPzQI>

AI Animation (UDK) : <https://www.youtube.com/watch?v=KADK6sSXS6M>

AI Killing People : <https://www.youtube.com/watch?v=t4pkWpUH2Os>

Hezar Sangar alpha 8 : <https://www.youtube.com/watch?v=LHDzrt-Xl84&t>

Hezar Sangar alpha 4 : <https://www.youtube.com/watch?v=g5KmbF1ymWc>

Network Feature :

Player controller include network support : <https://www.youtube.com/watch?v=WIBTWJyIV-I>

Local multiplayer game : <https://www.youtube.com/watch?v=4r62Ti8tn5c>

Player Controller :

FPS : https://www.youtube.com/watch?v=yowpFwC_QPY&t

Other :

DynaBlaster : <https://github.com/game2com/UnrealDynaBlaster>

MineSweeper : https://www.youtube.com/watch?v=gfiAqEII_aY

Dynamic Fire : <https://www.youtube.com/watch?v=38s6dxcghRI>

3D Puzzle (Unity3D) : <https://www.youtube.com/watch?v=f8E39dzXZxU>

Please visit my portfolio at <http://hassanhosseini.com/> for more details and demos.