

Peyman Vahidkhah

Computer Engineering Student, School of ECE, University of Tehran

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Birth Date: April. 9, 1990

Education

- B.Sc in Computer Engineering(Hardware Engineering) , University of Tehran, Tehran, Iran
- Pre-University, Allameh Tabatabaie ,Tehran, Iran
- High School Diploma in Mathematics and Physics, Allameh Tabatabaie ,Tehran, Iran

Professional Skills

- Pencil Drawing, Watercolor Painting, Illustration and Digital Painting in Different Styles
- Expert in Adobe Photoshop and Adobe Illustrator CS Series, Anime Studio Pro series, PaintStorm Studio, 3Ds Max , Keyshot Render Tool
- Expert in Game Maker Studio (GML Language)
- 2D Animation and Special Effect
- 2D Character Design (Especially for 2D games)
- Expert in Music Composing with Cubase 5
- Expert with Microsoft Office
- Game Design

Working Interests

- 2D Game Design, 2D Animation for Games, 2D level Design, 2D Environment Art.

Working Experiences and Projects

- Graphic design of a 2D casual Game named “ Shaolin Master”, [University of Esfahan’s Game Development Marathon 2016](#) (Awarded as the best advertising based revenue model and won the Tapsell’s Award)
- Graphic design(UI/UX & Game Art) of a 2D Casual Game named “[Rooster wars](#)“, [Medrick Studio](#)
- Graphic design(UI/UX & Game Art) of a 2D Casual Game named “[Zero to Hundred](#) “, [Medrick Studio](#)
- Graphic design and game design of a 2D game named “Pigeon Impossible”, IranGDC 2016 (Awarded as the 1st games in student competition)
- Graphic design of a 2D game named “My Beautiful Doll”, (Awarded as one of the best 2D game in student competition)

- Graphic design and game design of a 2D game named “Fosk”, IranGDC 2014 (Awarded as the 2nd 2d games in student competition)
- Graphic design of a 2D game named “Div o Dib”, IranGDC 2013 (Awarded as the [3rd](#) 2D games in student competition)
- Graphic design, Game design of a 2D game named “[7th Sign](#)” ,(work in Progress)
- Graphic design of a 2D game named “Babakan : The Valley of the lost key”, Roshd Center (In progress – Beta version is ready)
- Graphic design of a 2D game named “[The Blind Revenge](#)”, IGF Game Festival March 2013
- Graphic design of a 2D game named “[Evil Backpack](#)”
- Graphic design and game design of a 3D casual game named “Coin Toss”.
- Graphic design and game design of a 2D casual game named “[Sleepy Dibi](#)”.
- Working as Game Designer and Artist for [ParsCognition](#) Company
- Working as Game Designer and Artist and Sound Designer for [Maghzineh](#) Cognition game Project (See Also [Instagram Official Page](#))
- Working as 2D Game Artist and Icon Designer for [HAFSANG](#) game development team
- One of the main Members of “[Electrode](#)” game development team (Role: Graphic/Design/Music)
- Co-Founder of “[Game Club Of University Tehran](#)”
- Having experience in Pencil Drawing for 10 years
- Having experience in Watercolor Painting for 4 years
- Having experience in Digital Painting for 7 years

Languages

Persian (mother tongue)

English

Personal Interests and Hobby

Playing Video games, Playing Guitar (Bass, Classic, Electric), Playing Drums, Painting, Reading Comics, Creating Music