

# Curriculum Vitae

(June 2022)

## Pooya Fatehikahvarin

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### FORMAL EDUCATION

Enrolled for September, 2021-2025 – **Hanze University of Applied Sciences – Creative Media and Game Technologies**

- Anticipated graduation with Bachelor of Science in Summer, 2025

September 2020-2021 – **Eindhoven University of Technology – Computer Science and Engineering**

- Completed three semesters

August 2013 - 2017 - **IAU – Tehran North University – Electronics Engineering**

- GPA 18.27/20.00; A-Class student for four semesters (Equivalent of Dean's List)
- Completed 54 Credits

August 2010 - 2012 - **Daneshjoo High School**

- GPA 18.33/20.00; graduated in top 10 percent of the class

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### INFORMAL EDUCATION

May - December 2019 - **Iranmehr Language Institute**

- Took courses in German, achieved A2 level

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### MAIN PROFESSIONAL ACTIVITY

#### Age of Empires Online - Project Celeste

February 2017 to present - **Lead Developer and Executive Producer**

- Collaboration with two other software engineers to manage the entire operations of a dynamic online video game platform with an active community of over 60,000 players from around the world.
- Presently serving as the Executive Producer of the development of a new in-game civilization, the Romans, which is the equivalent work product of approximately 2-4 months for a professional studio and fulltime staff. Our staff is approximately 8-10 part-time volunteers working over the course of about 24 months. The Romans have a complete and unique set of Units (with unique animations and vocals), Buildings and Technologies as well as a dedicated quest line of approximately 65 missions. I have been responsible for blueprinting the Tech Tree, balancing the civilization, creating nearly all the 2D and UI assets (with reliance on existing assets where possible), writing game code, creating tutorials and in-game notifications, creating the missions, and creating new weapons and gear to be equipped by Units (some that affect visuals only and others that also affect Units' stats). I have also designed Roman marketing materials for our website, Discord server, developer streams and our weekly blogs. In March 2021, we started working on the Indian civilization, where I continued my previous responsibilities, as well as contributing to the project further with my newly acquired 3D modeling and animation skills.
- Led an international team of expert players to design and develop more than 25 balance patches to optimize competitive multiplayer matches and rankings.
- Designed various new User Interfaces, menus and submenus to improve player experience and enhance users' interactions with the game, including tutorials and guides.
- Served as Executive Producer of a team of 8-10 developers to design and release over 20 patches containing new content, art, 3d models, animations, quests, and other in-game improvements that meets or exceeds the level of quality of the original game content released by professional design studios.
- Presently managing a community of more than 60,000 members on multiple platforms including Discord, Reddit and the Project's own website and forums.
- I have worked full-time on this project since 2017 until September 2021. I have not logged my hours, but I

estimate to have dedicated 50-80 hours per week, especially since work began on the Romans in late 2018.

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## ADDITIONAL SKILLS AND ACHIEVEMENTS

2022 to present – **3D Modeling and Animation**

- Blender, Unity

2016 to present – **User Interface and Graphics Design – [www.pf2k.com](http://www.pf2k.com)**

- Designed UI from inception to final product for clients in the streaming and gaming marketplace including logos, overlays, emotes, subscriber badges, alerts, stream panels, and social media banners.

2013 to present – **Graphics and Video Editing**

- Adobe Photoshop, Adobe After Effects, Adobe Illustrator, Adobe Premiere

2012 to present – **Gameplay Balance Team**

- Collaboration with Microsoft Game Studios for the video game “Age of Empires: Online” – Worked directly with Kieffer Bryant (IamPREZSTEVE) from Microsoft Game Studios.

### Languages

- English (fluent), Persian/Farsi (native), German (basic)

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## RELATED VOLUNTEER EXPERIENCE

March 2018 - **European Congress of Radiology 2018**

- Co-Authored an article entitled RSNA Reporting Template Library: Current Status and Directions for Improvement (with Mansoor Fatehi MD CIIP, Sergey Morozov, MD, PhD, MPH)

July 2017 - **University of Tokushima, Japan**

- Completed a course of Electronics Engineering

July 2017 - **University of Gifu, Japan**

- Completed two courses of Software Engineering and Deep Learning AI

July 2017 - **Japanese Society of Medical Imaging Technology – Gifu, Japan  
Congress Staff and Attendant**

- Collaborated as Congress staff and helped with preparation and presentation of the Congress and attended presentations in the Congress, including those related to software engineering and Deep Learning AI

December 2016 - **IAU Tehran North University**

- Authored a book titled “55 Ways to Save the Earth” about methods to help the Earth and conserve the environment with my Mathematics professor’s supervision, Prof. Darya Khosrotash

September 2016 - **Shahid Beheshti University**

- Assisted with the process of visually preparing and presenting various information resources for Shahid Beheshti University’s students, including PowerPoint presentations and online articles.

April 2015 - **Iranian Congress of Radiology**

- Designed the majority of the Congress’ posters and prepared visual presentations for display stands in the Congress.

2009-2018 - **Medical Imaging Informatics Research Center at Tehran – MIIRC**

Assisted in research, collecting information from the Internet and other sources, with translation of various articles and books from English to Persian.

August 2008 - **Asian Oceanian Congress of Radiology (AOCR)**

- Accompanied the Iranian Society of Radiology to Seoul and attended in some presentations, including those related to direct interactions between Medical Appliances and patients, such as MRI Scanners and similar

devices.

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**ADDITIONAL NOTES**

November 2009 – 2010: Spent a year in Baltimore, Maryland, USA for extra-curricular activities and accompanying my family for my father's fellowship training at the University of Maryland (no official formal academic education due to the constraints of travel).