

# Pedram Amirkhalili

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## About Me

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I am a 25 year old Computer Scientist, who is currently employed as a C++ Game Developer at Psiclone Games. During this time I have worked on developing Reels games for different platforms and release in countries such as Romania, Norway and Italy. For outstanding work in 2018 I have been awarded a Playtech Excellence Award.

Prior to this I studied at the University of Warwick, where I graduated with a **First Class Honours MEng**. I studied a wide range of topics, including High Performance Computing, Artificial Intelligence, Sensor Networks, Machine Learning and Data Mining/Analytics. I have also participated in the creation of 2 games whilst studying abroad in Hong Kong, as well as numerous other projects throughout my university career.

## Computer skills

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**Programming Languages:** Java, C, C++, VB, R

**Software:** Git, RStudio, Xamarin

**Web Development:** HTML5, JavaScript, jQuery, PHP

**Shell Scripting:** Bash

**Databases:** SQL

**Typesetting:** LaTeX / BibTeX

## Work Experience

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**C++ Game Developer, Psiclone Games Ltd.**

**Lichfield**

*Important Notes:*

*Oct '16 - Present*

- 3 Games in certification, 2 currently in development
- Have been awarded Playtech Excellence Award 2018

**Pricing Assistant, Shop Direct (very.co.uk, littlewoods.com)**

**Liverpool**

*Skills Developed:*

*June '13 - Aug. '13*

- Working in a team environment with weekly goals and reports
- Attention to detail
- Work under pressure; solved a serious issue, with help of another intern, where TV advertised sale didn't trigger and all department members were away

**Boots IT Work Experience**

**Nottingham**

*1 Week*

*July '09*

## Education

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**The University of Warwick**

**Coventry, England**

*MEng Computer Science, 1st Class Honours*

*2012-2016*

**4th Year Modules:**

- Foundations of Data Analytics
- Data Mining
- Sensor Networks and Mobile Data Communications
- Semantic Web
- Decision Procedures
- High Performance Computing
- Group Project (More information below)

**Hong Kong University of Science and Technology (HKUST)**

**Hong Kong**

*Exchange in 3rd year of degree, Completed Thesis whilst there*

*2014-2015*

**3rd Year:**

- Game Programming
- Machine Learning
- Final Year Thesis (More information below)

**2nd Year:**

- Artificial Intelligence
- Advanced Computer Architecture
- Software Engineering Principles

### 1st Year:

- Programming for Computer Scientists
- Introduction to Computer Security
- Computer Organisation and Architecture

### Caldy Grange Grammar School (6th Form)

Mathematics: A, Computing: A, Art: B, General Studies: A, A-Levels

Also achieved AS level Physics. Grades: C, Senior House Prefect

West Kirby

2010–2012

### Loughborough Grammar School

11 GCSEs, Awarded Arnold Prize for Art

Loughborough

2005–2010

## Notable Projects

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### Third Year Thesis - A Turn-Based Strategy Game

A game in which a Genetic Algorithm controls randomised level generation

Along set stages of the project reports and presentations were made to accompany the game itself.

Achieved A-

Completed at HKUST

### Super Flight Academy

A Bullet hell shooter-esque game, focused on graphics and music

Along the way reports, presentations, a poster and a video were created.

Group Project

Completed at HKUST

### Indoor Localisation and Navigation Using Smartphone Inertial Sensors

An Android/iOS application to help users navigate inside the department building

Self chosen groups, with supervisor. 3 reports and 2 presentations required

4th Year Group Project

### Application for Deutsche Bank

Deutsche Bank set a challenge to create a program that would monitor live stock data.

Reports, as well as a "Dragon's Den" style presentation was also required

Group Project

### Basic Search Engine

Made a database, indexer and a retrieval function as part of the project

A crawler and web interface were created by the other member of the group.

Group Project

Completed at HKUST

### Pong on an Oscilloscope

A game of pong to be playable on an oscilloscope, implemented a score display for extra credit

Convinced lab partner to attempt project, report was also required

Group Project

### Robocode Tank

Programmed an AI tank in the robocode environment

Used some basic machine learning to avoid specific enemies.

Individual Project

## Voluntary Work

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### Assistant Swimming Instructor, Hoylake Swimming Club

Skills Developed:

- Mentoring young swimmers and leadership and planning skills
- Achieved Level 1 ASA Qualification in swim coaching

Wirral

Oct. '11 - May '12

### Shop Assistant, Claire House Charity Shop

Skills Developed:

- Handling customer's queries, as well as quality assurance of donations

West Kirby

Sept. '11 - May '12

## Interests and Hobbies

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**Travelling:** I have done large trips around South East Asia and South East Europe

**Online Gaming:** I play several team-based online games

**Hiking:** Currently DofE Silver, spent time hiking whilst on exchange and when travelling

**Fitness:** Avid swimmer, 2012 50m County backstroke champion