



Mohsen Parchami

mohsen.parchami@gmail.com · 073-531 1982 · mohjo13.github.io · linkedin.com/in/mohsen-parchami

EDUCATION

Södertörns University

Game Development,
Game Design and Scripting
2023 – ongoing

IUC Yrkeshögskola

HVAC Engineer
2017 – 2019

N. Virginia Community College

Liberal Arts and Computer Science
2006 – 2009

TECHNICAL SKILLS



DESIGN AREAS

- Level Design
- Narrative Design
- Systems Design
- UI/UX
- VFX and Shaders
- Sound Design

PRACTICES

- SCRUM / Agile
- Playtesting
- Iteration
- Unit Testing

LANGUAGES

- Swedish — Native
- English — Fluent
- Farsi — Fluent

GAME DEVELOPMENT PROJECTS

Murmurs of the Mist LIVE ON STEAM

Unity · C# · Perforce · SCRUM · Multidisciplinary Team
Designed and scripted a complete chase level from conception to ship; character controller, dynamic camera system, custom shaders, lighting, post-processing, sound design and in-game voice acting. Collaborated in a multidisciplinary SCRUM team. Shipped on Steam.

Streets of Belonging

Unity · C# · Group Project
Narrative walking game built collaboratively in Unity. Responsible for UI systems, emotion and colour triggering (five NPC emotional states mapped to colour and light), a phone UI mechanic with anchored-position tweening, scene transition management and audio integration.

Monopoly

C# · .NET · Console · Unit Tests

Modular C# implementation of Monopoly focused on clean architecture and OOP. Structured turn pipeline covering dice, movement, square resolution, economic transactions and jail logic. Separated core systems (Board, Players, Managers, AI); AI opponent built with minimax; full unit test coverage.

Cannoneer

MonoGame · C# · Physics Simulation
2D artillery game with real projectile physics; velocity decomposed from charge level and barrel angle using cos/sin, gravity applied per frame for parabolic arcs. Features a charge oscillation mechanic, multi-ring explosion animation and randomised target placement.

PROFESSIONAL EXPERIENCE

Assistant Engineer

2019 – present

TQI Consult AB

Technical documentation and CAD drawings for HVAC and piping projects; cross-team coordination in deadline-driven environments. Developed precision, structured communication and collaborative problem-solving transferable directly to game production pipelines.