

Mohsen Parchami:

CV

CONTACT

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EDUCATION

SÖDERTÖRNS UNIVERSITY

Game Development 2023 - ongoing

specialization in Game Design & Scripting

IUC YRKESHÖGSKOLA

HVAC-Engineer 2017 - 2019

Vocational training at the industrial development center in Liljeholmen. Focus on HVAC design and construction.

NORTHERN VIRGINIA COMMUNITY COLLEGE

Liberal arts&computerscience
2006 - 2009

POLHEMSSKOLAN

Energi- och cooling program
2002 - 2004

TECHNICAL SKILLS

- **Programming Languages:** C#, C++ (basic), Python (fundamentals)
- **Game Engines:** Unity (advanced), Monogame, Unreal Engine (basic)
- **Design Areas:** Narrative design, level design, systems design, UI/UX design
- **Development Practices:** SCRUM, Agile, playtesting, iteration
- **Version Control:** Perforce, Git (basic)
- **Other Software:** AutoCAD, MagiCad

OTHER

LANGUAGE

Swedish- Native
English- Fluent
Farsi- Fluent

DRIVERS LICENSE

B-License

GAME DEVELOPMENT PROJECTS

MURMURS OF THE MIST

- Designed and implemented full level gameplay systems in Unity using C# scripting.
- Created character controller, camera systems, custom shaders, sound design, and narrative triggers.
- Recorded and integrated voice acting.
- Used Perforce for version control and collaborated in an agile SCRUM team.
- Participated in debugging, iteration, and narrative design for story pacing.

STREETS OF BELONGING

- Developed UI design and scripting for game functions.
- Assisted in narrative design and gameplay integration.

CHINESE CHECKERS (AI)

- Implemented AI opponent using minimax algorithm for turn-based decision-making. **Unity, C#**

TOWERS OF HANOI

- Programmed puzzle logic and visuals using object-oriented design principles. **Monogame**

PROFFESINAL EXPERIENCE

ASSISTANT ENGINEER

TQI Consult AB
2019 - present

- Managed technical design and documentation for HVAC and piping systems.
- Delivered CAD drawings, ensured cross-team coordination, and maintained technical accuracy.
- Developed strong collaboration and problem-solving skills in fast-paced projects.

CUSTOMER SERVICE & SALES

Mediamarkt Valbo, Barkarby, Nacka
2010 - 2019

CUSTOMER SERVICE MANAGER & BARISTA

Starbucks coffee co., Lorton VA
2006 - 2010

RETAIL ASSOCIATE

Walmart, Springfield VA
2006 - 2010



Mohsen Parchami:

Personal letter

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Mobil 073-5311982

I'm a Game Development student at Södertörn University with a strong interest in building gameplay systems that support narrative and emotion.

In my latest project, Murmurs of the Mist, I was responsible for the design and implementation of an entire chase level, including scripting, shaders, camera systems, level design, sound, and in-game voice recording. The project reinforced my interest in combining technical systems with narrative structure.

I'm comfortable working in SCRUM-based teams and enjoy collaborative problem-solving, iteration, and debugging. My background as an assistant engineer has strengthened my communication skills and attention to detail.

I look forward to introducing myself in more detail in an interview!