

Curriculum Vitae (CV)

Vahid Ranandeh

PERSONAL INFORMATION

- **Personal Website:** Vonbird.com
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- **Place of Residence:** Oshawa, ON, Canada
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EDUCATION

- **Doctor of Philosophy: Sep 2022 – Present**
Ontario Tech University, Canada

I am studying Computer Science in the field of **Games User Research** at Ontario Tech University, and I am conducting research around various subjects in this field. My current research subjects revolve around the level of fidelity in VR interaction design, Evaluation of game economy in Web3 games, and indie game development.

I work at UXR Lab under the supervision of my professor, Dr. Pejman Mirza-Babaei, and I also teach as a TA at “Introduction to Game Design Class”.

- **Masters of Science: Sep 2018 – Sep 2020**
University of Tabriz, Iran

I have studied **Software Engineering** for my Master’s, and I was the **top rank** of our class in both years of my study. I worked on developing a Virtual Reality Game Development Platform to make VR Game Development more accessible for developers. The results of my works were published in my thesis, the title of which was: “*Virtual Reality Game Development platform model based on Unity Game Engine*”.

Moreover, with the help of my supervisor, Dr. Mina Zolfy Lighvan, I held two conferences and workshops at University of Tabriz’s Innovation Center to introduce VR Game Development to enthusiastic students.

My M.Sc. GPA was: **19.05 / 20 (A)**

- **Bachelor of Science: Sep 2014 – Aug 2018**
University of Tabriz, Iran

I have studied **Computer Engineering** at University of Tabriz for my Bachelors' Degree and I was **Rank 1** of Computer Engineering in all four years of my studies. My B.S project was developing an AR Game for a brand of dairy products, that would start to play by recognizing the products of that company. I also was an active member of our University’s Innovation center, and we developed multiple games, during the four

years of my Bachelor Study. Moreover, I held our university's first annual Game Development Conference and Workshop with the help of my professor, Dr. Mina Zolfy, and I was a lecturer in the subjects of Game Design, and AR Game Development. My GPA was: **18.32 / 20 (A)**

- **High School Diploma: Sep 2010 – May 2014**
Shahid Madani Exceptional Talents High School, Tabriz, Iran

I have studied **Mathematics and Physics** field in Shahid Madani Exceptional Talents High School, which is the best high school in the city and accepts only the best students through an entrance exam. I was **Rank 1** of our class in all four years of my studies, and my graduation mark was **19.01 / 20 (A)**.

WORK EXPERIENCE

- **Lead Game Designer**
Kitsumon: May 2022

kitsumon.com

I work at **Kitsumon** as the **Lead Game Designer** remotely on a Metaverse game called "Kitsumon" which is a game about collecting, breeding, and caring for pets called Kitsu. It involves professions like Farming, Fishing, Crafting and more, and an in-depth breeding system, MOBA PvP mode, and land acquisition.

My responsibilities are creating game specifications and mechanics for different systems of the game such as professions, combat, exploration, etc., balancing the virtual economy of the game, producing gameplay flows, Level Design, Quest Design, making XP and Specs tables, providing concepts for the graphics team, etc.

- **Game Designer, Writer, Director**
VOiD Games: 2016-2022

voidgamesstudio.com

I am the **Co-founder** and **Director** of the independent team called **VOiD**.

We have made a story-driven puzzle platformer game called "[Pursuit of Redemption](#)".

I was the Director, Game Designer, and the Writer of Pursuit of Redemption.

My responsibilities included Level Design, Puzzle Design, Narrative Design, Project Management, etc.

The game is now available on [Steam](#) and will be published on *Nintendo Switch* as well.

- **UX Coordinator**
Ubisoft: October 2022

I work as a UX Coordinator for Ubisoft at our University, on a part-time limited time contract through a partnership between Ontario Tech University and Ubisoft. I work on methods of evaluating and enhancing user experience in video games.

- **Game Developer**
Legends of Learning: 2019-2022

legendsoflearning.com

I had been working with **Legends of Learning** since 2019, and I have developed 6 educational games in various subjects in math and science for students in different grades. The games have received overwhelmingly positive reviews from technical reviewers, teachers, and students and are currently being played by thousands of students in various schools all over the world. The games are:

- ❖ **Fractured Treasure**: In Fractured Treasure, players get to learn about comparing fractions, as they search for the lost treasure inside the Mayan tombs, that are guarded with puzzles that only the ones who know fractions, will be able to solve!
- ❖ **Decimal Discovery**: Decimal Discovery follows the story of Barlingons who discover a human spaceship on their planet, and decide to guide the spaceship back to earth to learn from humans' incredible knowledge in Mathematics. But to get to earth, they must learn the operations on decimal numbers to be able to guide the ship.
- ❖ **Operation Sandwich**: This game teaches the definition of fractions and operations on them by operating a sandwich shop and delivering different fractions of sandwiches to costumers.
- ❖ **Pilot 360**: Students play as a spaceship pilot in Pilot 360 and learn about circles and angles, by inserting commands on the spaceship in order to orbit planets and collect the intelligence stones.
- ❖ **Shapey Tower**: In Shapey Tower, 2D shapes live in a tower together. But in order to bring peace back to the tower, students must reconnect the shapes with their families, and doing so, they get to learn about 2D shapes and their properties.
- ❖ **Gargarians on Earth**: This game teaches earth's systems (Hydrosphere, Biosphere, Geosphere, and Atmosphere) and the interactions of these systems with each other in a game where Gargarians come to earth to learn about earth's systems and how they work, in order to build a habitable planet for themselves before their home planet Gargaria gets destroyed.

- **Project Manager, VR Game Developer**
Iran's National Elites Foundation: 2019-2020

[Bmn WikiPedia](https://bn.wikipedia.org/wiki/VR_Game_Developer)

After being chosen by **Iran's National Elites Foundation**, my supervisor, *Dr. Mina Zolfy Lighvan* and I proposed a pitch for a Virtual Reality video game to teach 3D geometrical objects and their properties which was funded by Iran's National Elites Foundation. We worked on the project as a team of 10 programmers, designers, artists and marketers, and I was the project manager and a VR developer on this project.

The project was delivered to schools by Iran's National Elites Foundation to be used as a teaching method.

- **Concept Designer, Data Analyzer, Content Provider**

- **Teeleh Team: 2017-2019**

- With the help of our professor, *Dr. Farnaz Derakhshan*, we established a team of B.S., M.S., and Ph.D. students to work on a mobile application called [Teeleh](#).

- Teeleh is an application to buy, sell, and trade new or used video games.

- I was the Concept Designer, UI Designer, and the Data Analyzer of the team. After project's test launch, I worked on providing content for the application.

- **Data Analyzer**

- **Paezan Game Studio: Dec 2019 – Feb 2020**

- [Paezanstudio.com](#)

- After final agreements with **Paezan Studio**, I worked voluntarily on a temporary project of analyzing and reverse engineering their online game, "Mafioso". I reverse-engineered the game and extracted the expected results from that. Then I compared it with the real data provided by the studio and discussed which stats need to be changed according to the player behavior (Pick Rate, Ban Rate, Win Rate, etc.).

- I sent my work files and the results back to the studio, which they appreciated and put to use in their game. I also published the results of my work on my [personal website](#).

ADDITIONAL WORKS

Books and Papers

- ❖ **Shadows of Conscience:** *Shadows of Conscience* is a collection of three gripping stories with unexpected endings, available on Amazon Kindle. I have been writing since 2008, and *Shadows of Conscience* is a collection of three of my fiction works. Each story tells a unique tale of people who are struggling to overcome sorrow, trying to discover themselves, and are fighting their shadows.
- ❖ **Virtual Reality Game Development for Everyone:** *Virtual Reality Game Development for Everyone*, is a book that I have been writing since 2021 with my supervisor, Dr. Mina Zolfy Lighvan. The book tries to explain the methods of VR game development and emphasizes on the importance of some of the development techniques. It also contains the results of our research on making VR game development more accessible. It is currently in its final phases of writing and we will publish it on Amazon Kindle later in 2022.
- ❖ **A step forward in the evolution of VR game development:** This is a paper I have been working on over the past year alongside my supervisor Dr. Mina Zolfy Lighvan, which we have finished recently and submitted to a journal, and is currently under review.

Conferences

- ❖ I was a presenter and a lecturer at the first annual Game Development conference of University of Tabriz and I was the teacher of its Game Design, and AR Game Development Workshops.

- ❖ I was a presenter and a lecturer at the second annual Game Development conference of University of Tabriz with the subject of VR and AR game development and was the teacher of its AR game development, VR Environment Design, and Player Controllers in VR Workshops.
- ❖ I was a lecturer at the Start-Up Entrepreneurs Seminar held at University of Tabriz.

Job Related Skills

Game Engines	Technical Skills	Computer Science Skills
Unity Engine	C#	Computer Networks
GODOT	Python	Databases
GameMaker Studio	Active Directory	Data Mining
Buildbox Platform	Matlab	Cloud Computing
	HTML	Machine Learning
	SQL	Neural Networks