

# ARMAN KHALILIAN

Game & Full-Stack Developer

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📍 Moscow, Russian Federation

🔗 Armikal.com

📅 14.04.1996

🇮🇷 Iran



## PROFESSIONAL SUMMARY

Creative software engineer with professional experience spanning game development, artificial intelligence, full-stack engineering, and product development.

Passionate about solving complex technical problems while designing memorable user experiences. Strong interest in game systems, AI, automation, product architecture, storytelling, and interactive entertainment.

## WORK EXPERIENCE

07/2026 – Present  
Moscow, Russia

### **Nodifa VPN, Co-Founder**

- Co-founded an international VPN service focused on privacy, performance, and accessibility.
- Worked across engineering, operations, infrastructure, and long-term product development.

03/2026 – Present  
Russia

### **Kojoor, Co-Founder**

- Developing a game marketplace featuring fully customizable mechanics for end-users.
- Designing flexible systems to allow user-driven game modification and interaction.

2025 – Present  
Germany

### **TryOn, Co-Founder**

- Developed an AI-driven platform for clothing brands to generate model imagery.
- Integrated AI models to allow brands to visualize apparel on various digital models.

2024 – 2025  
Russia

### **Independent Game Developer, Unity Developer (Freelance)**

- Worked as a solo developer on a 2D mobile title for an international client.
- Designed and implemented core gameplay mechanics, UI/UX, and in-game systems using Unity and C#.
- Managed entire development lifecycle from ideation to launch.

2024 – 2025  
Germany

### **Reka - Mobility UG, Full Stack Developer (Freelance)**

- Developed and maintained web applications using .NET Core and Vue.js.
- Designed REST APIs, integrated database logic, and implemented security best practices.

2024 – 2024  
Turkey

### **Ruboors, Co-Founder - Full Stack Developer**

- Built a marketplace platform for products and services with location-based filtering.
- Implemented multilingual support and scalable features using Vue.js and PHP.

2018 – 2020  
Iran

### **Monadian Game Studios, Engine Programmer**

- Developed and implemented game mechanics and levels while optimizing performance.
- Collaborated with design teams to refine gameplay systems.

## EDUCATION

2023 – 2026  
Moscow, Russia

### **Video Games with AR and VR, Synergy University of Moscow**

- Bachelor's Degree Candidate (Defense: May 2026).
- Developed 'Brave Jumper' prototype: Featured advanced physics logic and complex skill animations.

- Optimized mobile controls and touch-response systems for high-performance gameplay.

2016 – 2020

**Bachelor's in Computer Software Engineering, Azad University (IAU)**

**TECHNICAL SKILLS**

|                                                                                                                                                                              |                                                                                                                                                                                                                   |                                                                                                                                                                        |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Languages</b> <ul style="list-style-type: none"><li>• JavaScript</li><li>• Node.js</li><li>• Python</li><li>• C#</li><li>• PHP</li><li>• HTML/CSS</li><li>• SQL</li></ul> | <b>Engines &amp; Libraries</b> <ul style="list-style-type: none"><li>• Unity 6</li><li>• Unreal Engine 5</li><li>• Phaser.js</li><li>• Three.js</li><li>• React</li><li>• Vue.js (PWA)</li><li>• Prisma</li></ul> | <b>Tools</b> <ul style="list-style-type: none"><li>• Git/GitHub</li><li>• Blender</li><li>• Spine</li><li>• Adobe Creative Cloud</li><li>• VR/AR Development</li></ul> |
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**LANGUAGES**

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|--------------------------|--------------------------|--------------------------------|
| <b>English</b><br>Fluent | <b>Persian</b><br>Native | <b>Russian</b><br>Intermediate |
| <b>Turkish</b><br>Basic  |                          |                                |