HOSSEIN FEYZI POUR

Unreal Engine Technical Artist & Real-Time Systems Engineer
Co-Founder, CTO & Lead Developer, SoGoal AI (football analytics)

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PROFESSIONAL SUMMARY

Unreal Engine technical artist and real-time systems engineer with **8+** years of experience shipping broadcast, interactive and multiplayer projects in Unreal Engine 4/5: virtual production, Blueprint gameplay and tools, character animation pipelines, multiplayer replication, and performance optimization for stable **60 FPS**. Delivered **200+** live TV episodes. Co-founder, CTO and lead developer of SoGoal AI, a football analytics company: I developed all of its products, from the analytics apps and AI integrations to camera calibration and Unreal Engine broadcast overlays, and I lead the team building a tracking-data pipeline that extracts player and ball data from broadcast video.

SKILLS

Unreal Engine:
UE4, UE5, Blueprint, Niagara, Lumen, Nanite, Virtual Shadow Maps, Sequencer, Material Editor, Control Rig, Animation Blueprints, Remote Control API, multiplayer and replication, procedural generation, level design, virtual production

Graphics & optimization:
PBR materials, HLSL, GLSL, cinematic lighting, post-processing, GPU and scene profiling, LODs, 60 FPS tuning

Character & animation:
AR face blendshapes, facial capture, mocap retargeting, IK/FK, NPC animation, stylized characters, Live2D Cubism, MetaHuman (working familiarity)

Virtual production:
real-time compositing, WebRTC video integration, multi-camera systems, live broadcast operation, operator touch interfaces

3D & content tools:
Blender, Houdini (procedural workflows), Substance Painter, Maya (basic), Quixel

Programming & backend:
Python, FastAPI, SQL, database design, PostgreSQL, ClickHouse, Docker, REST APIs, AI integration through APIs, TypeScript, JavaScript, React

Computer vision & analytics:
football analytics, tracking data, object detection, multi-object tracking, camera calibration and homography, pitch coordinate mapping, training-data labeling and model training, OpenCV

Video & content:
video editing, comedy writing, YouTube publishing and monetization

Leadership:
technical roadmapping, team leadership, hiring, mentoring, cross-functional production

WORK EXPERIENCE

CO-FOUNDER, CTO & LEAD DEVELOPER

SoGoal AI (sogoalai.com), football analytics and broadcast overlays **Jan 2026 – Present**

- Set the technology roadmap and architecture for a football analytics company, developed every product, and lead the engineering team.

Broadcast graphics and analytics overlays (Unreal Engine)

- Developed the Broadcast app, which renders advertising graphics and analytical overlays in Unreal Engine for football broadcasts.
- Built the camera calibration pipeline: it estimates the broadcast camera's position and rotation, and the Broadcast app places a matching Unreal Engine camera so graphics stay locked to the pitch.
- Manually labeled training data and trained the calibration model on Iranian football footage.
- Launched the company's Instagram page with football overlay content, which reached **3M** views in its first month.

Analytics ecosystem

- Developed the Player, Media, Club and Social apps and the company website, on a Python/FastAPI backend with PostgreSQL and ClickHouse, containerized with Docker.
- Lead a team of engineers building a tracking-data pipeline that extracts player and ball data from broadcast video, comparable to commercial providers such as SkillCorner: it detects the players and the ball, tracks them from frame to frame, and maps them onto the pitch.

UNREAL ENGINE DEVELOPER (METAVERSE)

ADA **Aug 2025 – Dec 2025**

- Developed a virtual bank experience for Shahr Bank inside a multiplayer metaverse built in Unreal Engine.
- Built the metaverse's character system and Animation Blueprints for NPCs.
- Designed levels and halls, and wrote procedural building-generation code to create environments.
- Developed a multiplayer 3 Card Poker game with client-server replication, betting UI (Ante, Pair Plus, 6 Card Bonus), chip handling and animated dealer and player characters.
- Designed the database and integrated AI into all of the apps through APIs.
- Hired and directed designers, and built the project website.
- Produced a 3D teaser in Unreal Engine for the platform.

UNREAL ENGINE TECHNICAL ARTIST / GENERALIST

Ifa Tasvir Studio (SAHAR TV, international broadcast) **Jul 2024 – Aug 2025**

- Designed and delivered 6 interactive minigames in Unreal Engine 5 for live international TV, covering scene layout, Blueprint logic, character animation and game flow, watched by **500,000+** viewers weekly.
- Built a stylized character pipeline for **12+** characters using Control Rig, AR face blendshapes and custom mocap integration, reducing rigging and animation time by **60%**.
- Implemented a low-cost facial mocap workflow that saved over **$1,500** per episode in animation labor.
- Built Blueprint systems for real-time character control, event timing and game logic across **30+** broadcast episodes.
- Optimized **200+** 3D assets with LODs, Nanite and real-time shading for stable **60 FPS** on limited hardware; owned the real-time pipeline end to end and cut rendering issues by **35%**.

UNREAL ENGINE TECHNICAL ARTIST / VIRTUAL PRODUCTION

100 dar 100 TV Show (IRIB Channel 2) **Dec 2023 – Jun 2024**

- Designed and implemented a real-time virtual production system in Unreal Engine 5 powering **200+** live episodes of one of Iran's top-viewed family game shows.
- Integrated a custom WebRTC video call system into Unreal for real-time compositing of remote guests.
- Built Blueprint control tools and a modular interface for non-technical crew, reducing operator error by **40%** and scene setup time by **40%**.
- Optimized rendering, lighting and camera systems for broadcast-grade **60 FPS** on limited hardware.

UNREAL ENGINE TECHNICAL ARTIST / VP DEVELOPER

Bakh Studio (virtual production and animation) **Feb 2018 – Dec 2023**

- Led development across **5+** real-time cinematic and animated series, including 3 shows broadcast on national TV, delivering **1,000+** minutes of content.
- Owned the end-to-end scene pipeline in Unreal Engine: lighting, shading, environment layout, asset integration and camera composition.
- Built virtual production tools with the Remote Control API for live control of cameras, lighting and character logic.
- Created artist-friendly Blueprint tools for character control, animation sequencing and scene setup, cutting tech time per episode by **50%**.
- Optimized **150+** stylized assets with LODs, Nanite and shader simplification, improving real-time performance by **30% +**.
- Developed facial animation and mocap workflows with AR blendshapes, Control Rig and retargeting for 3D and puppet-style characters.

INDEPENDENT PROJECTS

CREATOR, COMEDY WRITER & REAL-TIME DEVELOPER

Dolphin Dude (YouTube channel)

- Write and edit comedy videos for the channel, with working knowledge of YouTube publishing and monetization.
- Built an Unreal Engine application that reacts to voice input in real time.
- Dolphin Dude v2: rigged a 2D character in Live2D Cubism Editor and animated it live through motion capture connected to Unreal Engine, with pose detection.

EDUCATION

BACHELOR'S DEGREE IN COMPUTER ENGINEERING

IAU of Tabriz **In progress**

Focus areas: Computer Graphics, Real-Time Rendering, Engine Logic, Shader Systems

LANGUAGES

English: fluent (spoken and written) | Persian: native | Azerbaijani: fluent | Turkish: proficient | German: basic, currently learning