AmirAhmad Ardroudi
GAME PROGRAMMER
Izmir, Turkey

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Skills

Programming Languages	C#, C++, BeefLang, Python
Technologies	Git, Unity, Visual Studio, UE4, Jira
Languages	Persian (*Native*) English (*Professional Proficiency*)

Experience

Legends of Learning 🔗
Washington D.C., US

GAME DEVELOPER, PROJECT MANAGER

Developed five Shipped Titles in Legends of Learning *Remote (Mar 2019 - Present)*

- Currently, implementing a framework around provided SDK (LoLSDK) and unity to ease the game development for this platform.
- Developing the whole gameplay mechanics and tools for designer
- Created and designed a modular, data-driven dialog system based on eventSystem and ScriptableObjects in Unity
- Designed a game development pipeline
- Analyzing received data from players

VOiD 🔗
Tabriz, Iran

UNITY DEVELOPER

Working on Pursuit of Redemption, an indie 2D puzzle game. Release: Steam -2021🎮 *Sep 2018 - PRESENT*

- Collaborating with a small team of 5 consist of programmer, designer, and animator to create and integrate this game
- Implementing and Designing platformer levels of the game
- Debugging Bugs and optimizing the codebase
- Designed platformer part environment and juicing up the player experience
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Related Projects

Ariyana Enigne 2D Module
Github, WIP

C++ , BEEF PROGRAMMER *Apr 2020 - PRESENT*

- Created 2D system module of an open source and data-driven game engine and its wrapper for Beef Lang

VR editor platform
Github, WIP

UNITY PROGRAMMER *Aug 2015 - Apr 2017*

- Creating a platform for game designers to prototyping in VR environment. ▶
- Implementing save/load system, serializing actions and parameters that are not serialized by default.

Sky Heroes Game

C++, BLUEPRINT(UE4) PROGRAMMER *Aug 2015 - Apr 2017*

- Created player controller and power-ups ▶
- Implemented mini-map, mainmenu, and online player state UI

Education

University of Tabriz
Tabriz, Iran

B.SC. IN COMPUTER ENGINEERING *Sep 2015 - Jun 2020*

- Co-founder of University's Game Lab

Conferences

Lecturer at Software Freedom Day conference
University of Tabriz

OPEN-SOURCE GAME DEVELOPMENT TOOLS AND ENGINES IN GNU/LINUX 🔗 *Sep 2017*

Lecturer and Tutor at AR/VR Workshop at Innovation Center
University of Tabriz

VR/AR GAME DEVELOPMENT FUNDAMENTALS WITH STEAMVR AND VUFORIA IN UNITY 🔗 *Nov 2019*