

AmirAhmad Ardroudi

GAME DEVELOPER

Munich, Germany

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Skills

Programming Languages C#, C++, python
Tools Unity, UE4, Git, Perforce, Visual Studio, Jira, Agile Development, Miro
Languages Persian (Native) English (IELTS B2)

Experience

Legends of Learning

Washington D.C., US

GAME DEVELOPER

Developed 7 shipped titles in Legends of Learning platform

Mar 2019 - Jan 2022

- Designed and implemented a framework around provided SDK (LoLSDK) and unity to ease the game development for this platform.
- Developed the whole game-play mechanics and tools for designer
- Created a modular, data-driven dialog system based on event System and Scriptable Objects
- Configured automation build CI/CD pipeline with Github actions
- Analyzed and received data from players and community team

VOID Game Studio

Tabriz, Iran

UNITY DEVELOPER

worked on Pursuit of Redemption, an indie 2D puzzle game. Released on Steam -Feb 2022

Sep 2018 - Dec 2021

- Collaborated with a team of 5 consist of programmers, designer, and artists
- Developed gameplay mechanics
- Implemented tools such as, in-game CLI for debugging and testing the game
- Designed and coded localization system
- Debugging bugs and optimizing the codebase

Plankton Game Studio

Tehran, Iran

UE4 PROGRAMMER - INTERN

2015 - 2016

- I was responsible for gameplay and GUI programming
- Implemented mini-map system and movement system in Blueprint
- Developed Mainmenu, and other GUI features

Related Projects

Ariyana Enigne 2D Module

Github

C++ PROGRAMMER

Apr 2020 - Nov 2020

- Created 2D renderer module of a data-driven game engine and its wrapper for Beef Lang

VR Environment Design platform

Github

VR DEVELOPER

Aug 2015 - Apr 2017

- Developed a platform for game and environment designers to prototyping in VR Headsets.
- Implemented save/load system, serialization and deserialization actions and parameters.
- Created tool and component interfaces for modifying parameters of objects in VR.

Fun Climb (hyper casual game)

Itch.io

UNITY PROGRAMMER

Aug 2015 - Apr 2017

- Created and Designed an arcade game as a hobby project.

Education

University of Tabriz

Tabriz, Iran

B.SC. IN COMPUTER ENGINEERING

Sep 2015 - Jun 2020

Public speaking

Presenter - Open-source Game Development Tools and Engines

FREE SOFTWARE DAY 2017 UNIVERSITY OF TABRIZ

Tabriz, Iran

Dec 2017

Instructor - VR Workshop: Game Development with SteamVR in Unity

INNOVATION CENTER OF UNIVERSITY OF TABRIZ

Tabriz, Iran

Dec 2017

More

HOBBIES

- I play electric guitar in my spare time. I mostly play and listen to progressive rock/metal.
- Playing video games of course; I'm a Big fan of management/simulation (Factorio, Simcity), city-building, and RTS games.

ACHIEVEMENTS

- Co-founder of University of Tabriz's Innovation center's Game Lab
- Achieved bronze level in Codingame - Code Royale game.
- Two times participant of The ICPC International Collegiate Programming Contest.