AmirAhmad Ardroudi
Game Programmer

Tabriz, Iran

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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
Game Developer

Washington D.C., US
Remote (Mar 2019 - Present)

Developed five Shipped Titles in Legends of Learning 🎮

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

VOiD
C# Unity Programmer

Tabriz, Iran
Sep 2018 - PRESENT

Working on **Pursuit of Redemption**, an indie 2D puzzle-adventure game, will be released on steam in 2021 🎮

Collaborate with a small team of 5 consist of programmer, designer, and animator to create and integrate this game
- Implementing platformer part(Jetpack levels) of the game's mechanics
- Designed platformer part environment and juicing up the player experience
- Debugging Bugs and optimizing the codebase

Related Projects

Ariyana Game Enigne ○
C++ , Beef Programmer

Github, WIP
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 ○
Unity Programmer

Github, WIP
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
B.Sc. in Computer Engineering

Tabriz, Iran
Sep 2015 - Jun 2020

Conferences

Lecturer at Software Freedom Day conference
Open-source game development tools and engines in GNU/LINUX 🔗

University of Tabriz
Sep 2017

Lecturer and Tutor at AR/VR Workshop at Innovation Center
VR/AR game development fundamental with SteamVR and vuforia in Unity 🔗

University of Tabriz
Nov 2019