

Amir Ahmad Ardroudi

GAME DEVELOPER

Tehran, Iran

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Skills

Programming Languages C#, C++, Python, Lua
Technologies Git, Visual Studio, Unity, CMake, OpenGL
Languages Persian (Native) English (Professional Proficiency)

Experience

VoID

Tabriz, Iran

GAME PROGRAMMER

Sep 2018 - PRESENT

Pursuit of Redemption, 2D Puzzle-Adventure, In Development 🎮

- C# Programmer with Unity Engine
- Polish and Juice the Gameplay
- Provide technical guidance to team influencing art production and game design.
- Fixing Bugs and Implementing New Features

Legends of Learning

Washington D.C., US

GAME DEVELOPER

Mar 2019 - Jan 2020

Developed Following Educational Purpose Games 🎮

- C# Programmer with Unity Engine
- Operation Sandwich *Learning fractions* 🎮
- Pilot 360 *Learning degrees of a circle* 🎮
- Shapey Tower *Learning 2D shapes and their properties* 🎮
- Mouse in Chartland *Learning different kinds of charts and diagrams*

Sourena Game Studio

Tehran, Iran

C++ PROGRAMMING INTERN

Sep 2014 - Aug 2015

Related Projects

Ariyana Game Enigne

Github, Internet

GAME ENGINE

Apr 2020 - PRESENT

- I'm currently Contributing on a cross-platform game engine. 🎮

Sky Heroes

Tehran, Iran

UNREAL ENGINE

Aug 2015 - Apr 2017

- Development of an online MMO turn-based game

Education

University of Tabriz

Tabriz, Iran

B.SC. IN COMPUTER ENGINEERING

Sep 2015 - Jun 2020