AmirAhmad Ardroudi
Game Developer

Munich, Germany

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Skills

Programming Languages	C#, C, Swift, Python
Tools	UE5, Perforce , Rider, OpenXR, ARKit, Jira
Languages	Persian (*Native*) English German (*A2*)

Experience

HOLOGATE GmbH
München, Germany

Unreal/C++ Programmer

VR Multiplayer Training Simulation ▶
Jul 2022 - Present

- Designed and developed robust and decoupled AI and GAS systems for behavioral NPCs in a multiplayer VR army training simulation.
- Implemented parsing of JSON data from HTTP requests and setting configs from component-driven managers in a project.
- Developed Massive skin and item loadout system for Metahuman NPCs with modular body Meshes.
- • Porting game project from UE4 to UE5

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, a 2D story-based 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, custom event systems
- Designed and coded localization system
- Maintained and optimized 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 ⚙

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