

AmirAhmad Ardroudi

GAME PROGRAMMER

Tabriz, Iran

☎ (+98) 9358563416 | ✉ a.ardroudi@gmail.com | 🌐 amirardroudi.github.io | 🎮 AmirArdroudi | 📺 in amirardroudi | 📧 amir.ardroudi

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