# AmirAhmad Ardroudi
## GAME PROGRAMMER

*Tabriz, Iran*

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## Skills

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|---|---|
| **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

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.
- Created and designed a modular, data-driven dialog system based on eventSystem and ScriptableObjects in Unity.
- Developing the whole gameplays and tools for designer
- Designed a development pipeline via Miro and Jira

### VOiD                                                                      *Tabriz, Iran*
C# UNITY PROGRAMMER

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 platformer part(Jetpack levels) of the game's mechanics
- Debugging Bugs and optimizing the codebase
- Designed platformer part environment and juicing up the player experience

## Related Projects

### Ariyana Game Enigne ⓘ                                                     *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*

## 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*