

AmirAhmad Ardroudi

GAME PROGRAMMER

Munich, Germany

☎ (+49) 1590 4864714 | ✉ a.ardroudi@gmail.com | 🏠 amirardroudi.github.io | 🌐 AmirArdroudi | in [amirardroudi](#) | 📧 [amir.ardroudi](#)

Skills

Programming Languages C#, C, Swift, Python
Tools Unity, Git, Visual Studio, SteamVR, ARKit, Jira, Miro
Languages Persian (Native) English (IELTS B2)

Experience

Check Demos and Showcases on amirardroudi.github.io

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 🎮

Sep 2018 - Dec 2021

- Developed gameplay mechanics
- Implemented tools such as, in-game CLI, custom event systems
- Designed and coded localization system
- Maintained and optimized the codebase

Innovation Center - UoT

Tabriz, Iran

VR DEVELOPER

VR Environment Design Platform 🎮

Sep 2016 - Dec 2017

- Developed a platform for game and environment designers to prototyping in VR Headsets. 🎮
- Implemented save/load system, serialization and deserialization actions and parameters.
- Created tool and component interfaces for modifying parameters of objects in VR.

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

Public speaking

Presenter - Open-source Game Development Tools and Engines

FREE SOFTWARE DAY 2017 UNIVERSITY OF TABRIZ

Tabriz, Iran

Dec 2017

Instructor - VR Workshop: Game Development with SteamVR in Unity

INNOVATION CENTER OF UNIVERSITY OF TABRIZ

Tabriz, Iran

Dec 2017

Achievements and Hobbies

ACHIEVEMENTS

- Co-founder of University of Tabriz's Innovation center's Game Lab
- Achieved bronze level in Codingame - Code Royale game.
- Two times participant of The ICPC International Collegiate Programming Contest.

HOBBIES

- I play electric guitar in my spare time. I mostly play and listen to progressive rock/metal.
- Playing video games of course; I'm a Big fan of management/simulation (Factorio, Simcity), city-building, and RTS games.