

AmirAhmad Ardroudi

GAME PROGRAMMER

Tabriz, Iran

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Skills

Programming Languages C#, C++, BeefLang, Python
Technologies Git, Unity, Visual Studio, UE4, Jira
Languages Persian (Native) English (Professional Proficiency)

Experience

Legends of Learning

GAME DEVELOPER

Washington D.C., US

Remote (Mar 2019 - Present)

- Developed five Shipped Titles in Legends of Learning 🎮
- 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 whole gameplays and tools for designer
- Designed a development pipeline via Miro and Jira

VOID

C# UNITY PROGRAMMER

Tabriz, Iran

Sep 2018 - PRESENT

- Working on **Pursuit of Redemption**, an indie 2D puzzle-adventure game, will be released on steam in 2021 🎮
- Collaborate 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
- Designed platformer part environment and juicing up the player experience
- Debugging Bugs and optimizing the codebase

Related Projects

Ariyana Game Enigne 🎮

C++ , BEEF PROGRAMMER

Github, WIP

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 🎮

UNITY PROGRAMMER

Github, WIP


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

B.SC. IN COMPUTER ENGINEERING

Tabriz, Iran

Sep 2015 - Jun 2020

Conferences

Lecturer at Software Freedom Day conference

OPEN-SOURCE GAME DEVELOPMENT TOOLS AND ENGINES IN GNU/LINUX 🎮

University of Tabriz

Sep 2017

Lecturer and Tutor at AR/VR Workshop at Innovation Center

VR/AR GAME DEVELOPMENT FUNDAMENTAL WITH STEAMVR AND VUFORIA IN UNITY 🎮

University of Tabriz

Nov 2019