

ATOUSA GAROUSIAN

CURRICULUM VITAE



SUMMARY

I'm a game developer and 3D artist with a passion for crafting immersive worlds and interactive experiences. Originally from Iran and now based in Austria, I bring a background in Computer Engineering and a master's in Interactive Media to merge technical expertise with creative vision. I specialize in developing XR experiences (AR, VR, MR) using Unreal Engine and Unity, and in sculpting characters and environments with Blender. Proficient in C++, C#, and Python, I also have strong design and post-production skills with tools like Photoshop, After Effects, and Premiere. I'm a strong believer in collaboration and thrive in team environments where ideas are shared, challenged, and refined together.

CONTACT INFO

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COMPUTER SKILLS

Unity, Unreal, C#, C++, Blender, Photoshop, Premiere Pro, After Effect, Python, Java

EDUCATION

Master of Interactive Media Since 2023
FH Upper Austria Hagenberg

Bachelor of Computer Engineering 2016 – 2021
Hamedan University of Technology

WORK EXPERIENCES

Student Tutor Since 2025
Hagenberg Campus - FH Upper Austria

- Working as a teacher's assistant in the field of OO programming and Graphics.

Python/C# Developer Since 2024
Hagenberg Embedded System Lab

- Working in a team as a developer and researcher.

Unity Developer Since 2019
Freelancer Programmer and Designer

- Working in teams or individually as a 3D designer and Unity developer in game-related projects.

AI Researcher and Content Creator 2020 – 2023
Mapno Company – Cafedeeep | Khabarchain

- Worked as an Artificial Intelligence researcher and content creator.

Junior Researcher of IoT Laboratory 2017 – 2018
Bualisina Incubator Center

- Worked in teams and researched IoT devices in houses. Was the technical assistant and helped students with technical issues.