

ATOUSA GAROUSIAN

CURRICULUM VITAE



SUMMARY

I'm a game developer and 3D artist with a background in Computer Engineering and a Master's in Interactive Media, specializing in XR experiences (AR, VR, MR) for immersive human-computer interactions. I develop prototypes in Unreal Engine and Unity, and create 3D assets in Blender. Proficient in C++, C#, and Python. I thrive in collaborative, interdisciplinary teams where ideas are shared and user-centered solutions are developed.

Link to my portfolio: [Atousa Garousian | Hagenberg, Austria](#)

LANGUAGES

- English: Fluent
- German: A2 (Actively learning)
- Persian: Native

CONTACT INFO

✉ atousa.garousian@gmail.com

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COMPUTER SKILLS

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

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 AI, Graphic Design and Web Development.

Python/C# Developer May 2024 – June 2025
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.