

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

📞 +43 677 617 36614

COMPUTER SKILLS

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

EDUCATION

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| Master of Interactive Media FH Upper Austria Hagenberg | Since 2023 |
| Bachelor of Computer Engineering Hamedan University of Technology | 2016 – 2021 |

WORK EXPERIENCES

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| Student Tutor Hagenberg Campus - FH Upper Austria | Since 2025 |
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- Working as a teacher's assistant in the field of AI, Graphic Design and Web Development.

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| Python/C# Developer Hegenberg Embedded System Lab | May 2024 – June 2025 |
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- Working in a team as a developer and researcher.

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| Unity Developer Freelancer Programmer and Designer | Since 2019 |
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- Working in teams or individually as a 3D designer and Unity developer in game-related projects.

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| AI Researcher and Content Creator Mapno Company – Cafedeepl Khabarchain | 2020 – 2023 |
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- Worked as an Artificial Intelligence researcher and content creator.

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| Junior Researcher of IoT Laboratory Bualisina Incubator Center | 2017 – 2018 |
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- Worked in teams and researched IoT devices in houses. Was the technical assistant and helped students with technical issues.