AmirAhmad Ardroudi
Game Developer
Munich, Germany

📞 (+49) 1590 4864714 | ✉ a.ardroudi@gmail.com | 🏠 amirardroudi.github.io | ⦿ AmirArdroudi | in amirardroudi | ⓢ amir.ardroudi

Skills

Programming Languages	C++, C# , Python
Tools	UnrealEngine, Unity, Perforce, GIT, Rider, OpenXR, ARKit, Jira
Languages	Persian (*Native*) English German (*A1*)

Experience

HOLOGATE GmbH — *München, Germany*
UNREAL/C++ PROGRAMMER

VR Multiplayer Training Simulation (HGXR) ▶ — *Jul 2022 - Present*
- Designed and developed robust and decoupled AI and GAS systems for behavioral NPCs in a multiplayer VR army training simulation.
- Implemented parsing of JSON data from HTTP requests and setting configs from component-driven managers in a project.
- Developed Massive skin and item load-out system for MetaHuman NPCs with modular body Meshes.
- Developed weapon and equipment Interaction system.
- Porting game from UE4 to UE5

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 -Feb 2022🎮 — *Sep 2018 - Dec 2021*
- Collaborated with a team of 5 consist of programmers, designer, and artists
- Developed gameplay mechanics
- Implemented tools such as, in-game debugging CLI, custom event systems
- Designed and coded localization system
- Maintained and optimized the codebase

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 ⦿

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 *Tabriz, Iran*

Free Software Day 2017 University of Tabriz *Dec 2017*

Instructor - VR Workshop: Game Development with SteamVR in Unity *Tabriz, Iran*

Innovation Center of University of Tabriz *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.