Amir Ardroudi

TEAM LEAD PROGRAMMER

Unreal Engine and C++

CONTACT

Greater Munich Metropolitan Area

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EXPERTISE

Leadership and delivery

Team leadership, mentoring, code reviews, technical planning, resource allocation, hiring, product management

Engineering

C++, Unreal Engine 4 and 5, Unity, Blueprint, software design, modular architecture

Gameplay and systems

NPC AI, Gameplay Ability System, multiplayer VR, MetaHuman, JSON, HTTP, WebGL optimization, debugging

EDUCATION

B.Sc. Computer Engineering

University of Tabriz
2015 - 2019

LANGUAGES

Persian
Native or bilingual

English
Professional working proficiency

PROFILE

Deputy Programmer Team Lead at HOLOGATE, leading three gameplay AI programmers. Combines C++ and Unreal Engine development with mentoring, code reviews, technical planning, resource allocation, and hiring.

EXPERIENCE

HOLOGATE

Deputy Programmer Team Lead
Jul 2024 - Present | Munich, Germany

- Lead a gameplay AI team of three programmers and mentor two junior programmers.
- Review code, plan technical work, and allocate team resources to upcoming features.
- Participated in the hiring process.

Earlier HOLOGATE roles: Senior Software Engineer, Jul 2023 - Jun 2024; Unreal/C++ Programmer, Jul 2022 - Jun 2023

Engineering contributions across HOLOGATE roles

- Designed decoupled NPC AI and Gameplay Ability System components for a multiplayer VR military training simulation.
- Developed a modular skin and item loadout system for MetaHuman NPCs and contributed to the migration from Unreal Engine 4 to 5.
- Built a Shockbelt Server linking the simulation to the StressX Connector, with damage-event integration, logging, and fallback logic.
- Parsed JSON data received over HTTP and applied configuration through component-driven managers.

Legends of Learning

Unity Developer
Mar 2019 - Feb 2022 | Washington, D.C. (Remote)

- Developed seven educational math and science games, combining game development and product management responsibilities in a three-person team.
- Built a data-driven dialogue system for designers and event-based architecture for procedural gameplay.
- Implemented gameplay mechanics and optimized games for WebGL delivery.

VOiD Games

Game Developer
Jul 2018 - Apr 2019 | Remote

- Developed gameplay mechanics, CLI cheat codes and logging tools, and performance and post-processing improvements.
- Implemented game localization and a multi-language system.