

Poorya Piroozan

Orlando, FL (GC Holder)

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15+ years of professional coding experience, with the last 10 years focused on Unity/C# in AR, VR, mobile, and 24/7 interactive installations.
Other skills include C++, Python and DB development.

Experience

Overmatch

McKinney, Texas (Remote)

SENIOR UNITY DEVELOPER

Nov. 2022 – Mar. 2025 (2 yrs 5 mos)

- Worked on the company's proprietary **augmented reality** software [fats®AR](#), used in military and police training. (Under NDA).
 - Implemented **AI** actor behavior for traversal in a large, dynamic map and player pursuit and evasion while maintaining group coordination, currently being used for training in West Point Academy.
 - Implemented mesh-editing tools inside the app for the users to modify the 3D environment and export/restore it.
- Used Tech: Unity, C#, Addressables, Scriptable Objects, Behavior Trees (Opsive), Magic Leap headsets

XStudios Inc.

Orlando, Florida

SOFTWARE ENGINEER / UNITY DEVELOPER

Oct. 2018 – Nov. 2022 (4 yrs 1 mos)

- Built uninterrupted 24/7 applications for permanent installations using Unity and C#.
- Made AR apps available on both the App Store and Google Play Store.
- Made VR projects for the Oculus Quest II with interactive elements like hand tracking and Gaze.

Projects:

- [Red Bull the Edge](#): Worked on the show control app for the award-winning **VR** rock climbing of Red Bull.
 - [VR Demo for Space Perspective](#): A **VR** demo created using Unity 3D and hand tracking on the **Oculus Quest 2**, showcasing the client's space capsule, which is planned to send customers to space by 2024.
 - [Gaylord Wildlife Rescue AR app](#): An **augmented reality** app for the Gaylord Hotels available on the App Store and the Play Store.
 - [Gaylord Elf attraction](#): Worked on many of the installations for the attraction, using Unity and MQTT.
- Used Tech: Unity, C#, Oculus SDK, Hand tracking, AR Foundation, Vuforia, Addressables, MQTT, Firebase, Sentry, Rest API, CMS.

ARS ELECTRONICA

Linz, Austria

SOFTWARE ENGINEER / GAME DEVELOPER

May 2014 – Aug. 2017 (3 yrs 3 mos)

- Worked as a software engineer on many projects using various technologies, including C++, Open frameworks, Unity, and C#.

PARS TASMIM CO.

Tehran, Iran

JAVA DEVELOPER / DATABASE DEVELOPER

Jun. 2011 – Jul. 2012 (1 yrs 1 mos)

- Worked as a Java programmer and Oracle DB developer for a company specialized in BPM solutions.

Personal Project

- [Donkey Kong in AR](#): Remade the first level of Donkey Kong in **augmented reality**, which has been well-received on [YouTube](#). Some other retro games that I remade in AR include [Impossible Mission](#) and [International Karate +](#).

Education

Maharishi University of Management

Fairfield, Iowa

MASTER OF SCIENCE IN COMPUTER SCIENCE

(2017 - 2019)

University of Applied Sciences Upper Austria

Hagenberg, Austria

MASTER OF SCIENCE IN INTERACTIVE MEDIA

(2013 – 2015)

University of Applied Sciences & Technology

Tehran, Iran

BACHELOR OF SCIENCE IN SOFTWARE ENGINEERING TECHNOLOGY

(2007 – 2011)

SKILLS

General: OOP, SOLID, Design Patterns, Data Structures, Algorithms, 3D Math, Game Physics

Engines: Unity (10+ years), Unreal (introductory)

XR: Vuforia, AR Foundation, Oculus Quest, Hand Tracking, Magic Leap 2

Languages: C# (10+ years), C, C++ (2 years), Python, Java

SCM: Git, Bitbucket, Plastic SCM