

Harout Mardirosian

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www.ragecoder.com

Key Qualifications & Professional Skills

Game Design
2D/3D programming
Source Control

Mobile Games
VR/AR
Game Architecture

Gameplay
Project Management
Scrum/Agile

Languages

C++
C#

Skills

Azure Dev Ops
Perforce

Software

Unity
Visual Studio

EXPERIENCE:

Playing Forward LLC – Los Angeles, CA

May 2018 – Current

Lead Unity Developer – Unity / C# / C++ / Java / Swift / Objective-C:

- Create the server backend using WAMP, PHP and MySQL
- Maintains the database server backend for MCT Wellness
- Released the MCT Wellness app on iOS
- Designed and programmed the MCT Wellness App, a motion capture focused wellness application
- Creates new prototypes using the latest VR hardware technologies such as Oculus Quest and HTC Vive Pro
- Architects software architecture to ensure scalability and reusability
- Makes low level native plugins for iOS and Android to be used in Unity
- Developed a cross platform WiFi data transfer solution to enable communication between the Oculus Quest and an iPhone / android phone
- Rapidly prototypes the latest technologies in AR using Vuforia, ARKit and ARCore
- Participates in designing and planning for new applications in AR and VR
- Cleans and refactors game code to be more efficient and in line with standard practices
- Helped create and enforce coding guidelines and best practices
- Released Lizzy's World It's Just So... AR, Stan Lee's Kids Universe AR and Maxi the Taxi Dog AR + 3D

Diamond Game Enterprises – Los Angeles, CA

May 2016 – May 2018

Game Developer – Unity / C++ / XML:

Feb 2018 – May 2018

In addition to the Junior Game Developer Tasks:

- Assessed existing and new products against requirements documents for compliance
- Updated code base to utilize latest C++ 11/C++ 14 Languages features
- Prepared software for field deployment and QA test cycles
- Lead the initiative to port games over to Unity which lead to quicker software deployment
- Rapidly created Unity prototypes of new and existing games
- Created Unity Engine tools to aid in the conversion to the Unity platform

Junior Game Developer – C++ / XML:

May 2016 – Feb 2018

- Used XML and C++ to update current game set based on new designs
- Rapidly integrated new art assets
- Cleaned and refactored game code to be more efficient and in line with standard practices
- Participated in code review and ensures good coding practices are implemented
- Added and tested new features based on new market requirements

CyberDyne General – Los Angeles, CA

July 2016 – July 2017

Mobile Game Developer – Unity:

- Test and integrate new art assets

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- Creates Android and iOS test builds for distribution and testing
- Scripts game flow and logic while integrating with Vuforia plugin

Current Studios – Remote

Mar 2016 – May 2016

Programmer – Unity3D/C#:

- Worked on kiosk point of sale applications which utilized Intel RealSense or AR during the experience
- Interfaced with the Intel RealSense SDK for user segmentation
- Implemented Vuforia AR plugin

Human-Engine LLC – Los Angeles, CA

Oct 2014 – Mar 2016

Lead Programmer:

- Worked on and delivered the Intel RealSense In-Store Experience project
- Integrated the Intel RealSense SDK for use with Facial Tracking and Hand Tracking
- Used Unity and C# to quickly create demos and prototypes
- Worked with Unreal Engine 4, C++ and Blueprint to create VR demos for the HTC Vive and Oculus
- Created additional cross platform demos for Android and iOS utilizing Gear VR and Google Cardboard
- Provided technical leadership and assists as a guide for project completion
- Researched new technologies and methods to stay up to date with current trends (e.g. VR and AR)
- Managed the migration process converting NGUI to the new Unity UI
- Contributed to the overall design and coding of products
- Wrote automation scripts to assist technical artists with integration and localization
- Set up and maintains various source control software
- Managed packaging, quality testing, and deployment of software releases

Project Manager:

- Responsible for project start up including budgeting, scheduling, and scope documentation
- Mediated between client and project team regarding technical and creative direction
- Assisted in the collection and documentation of clients' software requirements and specifications
- Provided and manages technical support pre and post product launch
- Lead or assisted in all functional areas of projects including project meetings and status reports
- Delegated tasks to teams locally and internationally
- Managed two overlapping projects with Intel and JPL

Broken Circle Studios – Riverside, CA

Apr 2014 – Oct 2014

Programmer – Unity3D/C#:

- Worked on Zombocalypse for iOS/Android
- Implemented various APIs for user data collection using JSON and Data Cortex
- Created, maintained and updated server-side database using php/MySQL
- Hosted MySQL database on EC2 amazon servers running Ubuntu
- Created and maintained in-game data live update tools
- Interfaced Unity engine with the EC2 server and MySQL database for quick data transfer
- Programmed the leaderboard system with various filters for rankings across all levels and playable characters

EDUCATION:

The Art Institute of California – Los Angeles

Bachelor of Science Degree in Game Programming

Sept 2014