Pooya Eimandar

Technology Entrepreneur & Executive | Systems Engineer | Open-Source Creator

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SUMMARY

Technology executive and systems engineer with about 20 years of experience building game engines, real-time streaming and GPU cloud infrastructure in C, C++ and Rust. Founder and long-time maintainer of open-source engines (Persian Engine, Wolf Engine) that powered commercial products, including PlayPod, a cloud-gaming platform that served over one million players across Iran and the MENA region. Co-founder and former CEO of Alpha, taking it to its first profit. Co-author of *Integrating Rust* (BPB, 2024). Experienced in strategy, board reporting, budgets, partnerships, and hiring and mentoring engineers. Works across US and European time zones and is available for international travel.

PROFESSIONAL EXPERIENCE

AINU Tech Source, Dubai, UAE

Founding Technology Lead | 2026 - Present

- Set the company's vision and technical foundations from scratch.
- Launched AINU Capital (September 2026) as the company's first project, followed by further products.

Alpha

Co-founder, Board Member and CEO | 2020 - 2025

- Set strategy, managed operations and reported to the board; accountable for profitability and scaling priorities.
- Led the company to its first profit.
- Built cloud, GPU, AI, cloud-gaming, enterprise-software and metaverse infrastructure.
- Delivered PodVerse, a digital twin of Bank Pasargad's central branch.
- Built and scaled GPU-partitioning infrastructure shared by PlayPod and other projects.

PlayPod

Co-founder and Technical Lead | 2018 - 2025

- Built the first cloud-gaming console in Iran, serving over one million gamers across Iran and the MENA region.
- Scaled the platform to two data centers with 20+ servers and 90 GPUs.
- Designed a GPU-partitioning system on Wolf Engine without third-party licenses.
- Built HTTP/2 and HTTP/3 backend services on Proxygen; moved streaming from RTSP/TCP to SRT and WebRTC; wrote the cross-platform streaming core in C on the Apache Portable Runtime.
- Led the migration of the stack from C++ to Rust, which became the open-source Sib project.

ARIUM Portal Ltd, Dubai, UAE

Co-founder and CTO | 2021 - 2025 (exited)

- Co-founded a peer-to-peer cloud-gaming duel platform with leaderboards, matchmaking and multiplayer.
- Designed a multi-data-center cloud architecture and cross-platform streaming for AAA games with live broadcast support.
- Exited the company in 2025.

Wolf Source

CEO | 2016 - 2020

- Led a studio building games, game engines, 3D tools and TV broadcast technology on Wolf Engine.
- Shipped Wolf.PlayOut (TV playout automation used by Al-Alam News Network) and Wolf.CG (real-time broadcast graphics).
- Project Manager at Fanap (2017) for Falcon, a real-time 3D ERP monitoring system built on Wolf Engine.

Al-Alam News Network

Project Manager and Adviser | 2014 - 2017

- Developed real-time playout and CG editing tools using the MOS protocol, FFmpeg and DirectX 11.1 with Blackmagic DeckLink support.

BaziPardaz
Founder and CEO | 2010 - 2015

- Founded an independent studio for simulations, interactive games and GPU-based real-time applications.
- Lead programmer of Persian Engine; projects included a Kinect game (The Master Chef) and a social city simulation (City2).

Earlier roles
2008 - 2010

- Senior Silverlight Developer, Safa Rayaneh (2009 - 2010); Senior DirectX Developer, RasaPardaz (2008 - 2009).

OPEN SOURCE

- **Sib** (2025 - present): Rust library for real-time streaming, low-latency networking, scalable HTTP services and WebGPU rendering.
- **Wolf Engine** (2015 - present): cross-platform engine for real-time rendering and streaming, evolved from C/C++ to Rust; open source 2016 - 2021; Rust version published on crates.io as *wolfengine*.
- **Persian Engine** (2008 - 2014): open-source DirectX game engine with editor and animation tools.
- **Rust/WebGPU examples** (2026): native and WebAssembly ports of Sascha Willems' Vulkan samples.
- **Learning Modern C++ for Game Programmers** (2014): free open-source self-study course.

PUBLICATIONS AND TALKS

- Co-author, *Integrating Rust*, with Abhishek Kumar (BPB, 2024).
- Technical reviewer, *Web Development in Rust* (BPB, 2025), *Rust for C++ Programmers* (BPB, 2023), *Game Programming Using Qt* (Packt, 2016).
- Author, *DirectX 11.1 Game Programming* (Packt, 2013).
- Talk, "The Next Generation of GPU APIs for Game Engines", Sharif University of Technology (2018).
- Talk, "Gaming in Healthcare", Iran's first Game and Medical Health conference (2014).
- Articles on DirectX graphics diagnostics, GameDev.net and Packt Hub (2013).

TEACHING AND COMMUNITY

- Lecturer in C++, C# and GPU programming, National Foundation of Computer Games (2013 - 2015).
- Lecturer in C++, OpenGL ES and DirectX, Iran Game Development Institute (2014 - 2015).
- Jury member, Best Computer Games Technology, IGDF (2014).

SKILLS

- **Languages:** Rust, C, C++, Assembly, Python, JavaScript, TypeScript, Lua, Zig, HLSL, GLSL
- **Systems:** concurrency (threads, fibers, coroutines), io_uring, WebAssembly, Linux/POSIX, embedded (FPGA, microcontrollers)
- **Graphics and GPU:** WebGPU, Vulkan, DirectX, Metal, OpenGL/ES; CUDA, OpenCL, SYCL; GPU partitioning and virtualization (AMD, NVIDIA)
- **Networking and streaming:** HTTP/1.1, HTTP/2, HTTP/3, WebRTC, SRT, RTSP, RTMP, RUDP, QUIC, Proxygen, FFmpeg, GStreamer
- **Infrastructure and data:** Kubernetes, Docker, VMware vCenter, Kafka, Redpanda, Redis, ScyllaDB, PostgreSQL, SQLite, RocksDB
- **Leadership:** technical strategy, board reporting, P&L and budgets, partnerships and contracts, hiring and mentoring, Agile delivery

AWARDS

- Persian Engine: Best Computer Games Technology category, International Digital Media Festival, Tehran (2011).
- PlayPod: top product, Iranian Product Innovation Leaders Festival (2021).
- PlayPod: selected for Fit 4 Start Luxembourg accelerator (2020).

EDUCATION

B.Sc. in Computer Science and Hardware Engineering, Shomal University | 2004 - 2008

LANGUAGES

English (full professional proficiency); Persian (native)