

Amir Hossein Armaniya

AI Product Builder

AI prototyping & MVPs · Product Discovery · Rapid experimentation · 1.6M+ shipped-product installs

Open to relocation across Europe · On-site / Hybrid / Remote

✉ amirarmaniya@gmail.com · in [linkedin.com/in/amir-hossein-armaniya](https://www.linkedin.com/in/amir-hossein-armaniya) · ● github.com/amir-armaniya · 🌐 amir-armaniya.pages.dev

PROFILE

AI Product Builder who turns ambiguous problems into working prototypes and testable MVPs. Shipped mobile games played by 1.6M+ users, launched an AI developer tool on Product Hunt, and ran a real-user A/B experiment with ~2× longer engagement. Background combines AI product development, rapid prototyping, experimentation, and shipped-product production across AdTech, retail analytics, and crisis-management tools.

Looking to join an AI or early-stage product team where I can turn ambiguous problems into working prototypes, validate product hypotheses with real users, and rapidly iterate toward an MVP.

CORE PRODUCT SKILLS

AI Product Development · Rapid Prototyping · MVP Definition · Product Discovery · LLMs & AI APIs · API Integration · Experimentation · User Research · Metrics & Feedback Loops · Prompt Engineering · Low-code Automation · PRDs & User Stories · Prioritization

EXPERIENCE

AI Product Builder — Prototyping & MVPs

Nov 2025 – Present · Self-directed

Shipped Prompt Packer, an AI developer tool (MCP): defined problem, target users, MVP scope and pricing model; published on npm and launched on Product Hunt.

Designed and ran an A/B experiment (n=93 real users) for an alternative rewarded-ad model: 13.7s vs 6.9s average engagement (~2×); used results to pivot the roadmap from feature-building to business-model validation.

Built a CPU-only retail-analytics prototype solving double-counting with custom track-stitching logic — replacing GPU-server solutions at zero hardware cost.

Shipped Smart Defense Radar: offline-first crisis-management dashboard running in <500KB on 2G networks via serverless architecture.

Founder — Arman Novaran Asr-e Digital

Apr 2025 – Oct 2025

Registered startup · Alborz Science & Technology Park

Built an AI customer-support product from problem discovery through MVP definition and technical validation.

Validated the core hypothesis through technical spikes (NLP → API-based AI); made the deliberate call to halt after security/multi-tenancy findings rather than burn runway.

Registered the company and earned acceptance into Alborz Science & Technology Park.

Game Developer & Production Generalist — Buzzy Bee Game Studio

Mar 2021 – Feb 2024 · 3 yrs

Shipped 3 live mobile games reaching 1.6M+ combined installs: Online Ludo (1.1M+, 4.5★), Sara's House (450K+, 4.7★), Traffic Puzzle (66K+, 4.6★).

Worked across Unity (UI, particles, shaders, animation/bone systems); specialized in 2D Spine animation; collaborated with programmers on shipped titles.

Progressed from C# programming intern to generalist production role owning cross-discipline delivery.

SELECTED PROJECT LINKS

- AdQuest — adquest.tech
 - Prompt Packer — github.com/amir-armaniya/Prompt-Packer-mcp
- Retail Analytics — github.com/amir-armaniya/Retail-Analytics-MVP
 - Smart Defense Radar — smart-defense-radar.optemos67.workers.dev

TOOLS

LLMs & AI APIs · n8n · Activepieces · Cloudflare Workers · GitHub · Docker · Notion · Linear · Jira · Miro · Unity · Google Workspace

EDUCATION

B.A., Illustration

2023 – 2025

Pars University of Art and Architecture · Research focus: generative AI tools in creative workflows

Associate Degree, Computer Software Engineering

2020 – 2022

Shahid Chamran University of Ahvaz · GPA: 17.95 / 20

LANGUAGES

English — Professional working proficiency · German — Beginner (actively studying) · Persian — Native