Hooman Nissani Advocates for Greater Access to Coding and Game Development Education

Game developer Hooman Nissani of Culver City, California is raising awareness about the importance of expanding technology education and coding opportunities for young people interested in the future of interactive media.

Culver City, California May 20, 2026 (Issuewire.com) - Video game developer and technical director Hooman Arman Nissani is encouraging educators, parents, and students to support greater access to programming and technology education. Drawing on his own path into the gaming industry, Nissani is speaking out about the role early exposure to coding can play in shaping careers in interactive entertainment and technology.

Nissani, founder of the independent game studio Nissani Interactive, says his interest in programming began at a young age when he explored computer programming through books and tutorials from the Glendale Public Library.

“Learning to code changed the direction of my life,” Nissani said. “When I was a kid, I didn’t just want to play games. I wanted to understand how they worked and eventually build them myself.”

Today, the video game industry is one of the fastest-growing segments of the global entertainment market. According to industry reports, the global gaming market generated more than $180 billion in revenue in recent years, with over three billion people worldwide playing video games. At the same time, demand for skilled programmers, designers, and technical artists continues to rise.

Despite that growth, access to technology education remains uneven. Research from organizations such as Code.org shows that less than half of U.S. high schools offer computer science courses, and millions of students lack early exposure to programming fundamentals.

For Nissani, those gaps highlight an opportunity to expand educational pathways.

“There are many talented young people who never discover programming simply because they’re not exposed to it early,” he said. “Access to technology education can open doors that students might not even know exist.”

Nissani’s career reflects how early interest in technology can evolve into leadership in a creative industry. After studying computer science and game design at the University of California, Irvine, he began working as a junior gameplay programmer in 2009 before advancing through roles in game systems engineering, lead programming, and technical direction.

He later contributed to several major game projects, including the open-world RPG Eclipse of Empires, the cyberpunk action title Neon Circuit, and the strategy simulation game Frontier Architects, where he helped develop artificial intelligence systems, dynamic environments, and procedural world mechanics.

Today, through his independent studio, Nissani continues to explore emerging technologies such as AI-driven characters and adaptive storytelling systems.

But alongside building games, he also supports programs that introduce young people to programming and digital creation.

“Technology is becoming part of nearly every industry,” Nissani said. “Teaching coding and digital problem-solving skills early gives students tools they can use for the rest of their lives.”

Programs focused on technology education have already shown measurable impact. Studies from nonprofit education groups indicate that students who take computer science courses are more likely to pursue STEM careers and develop stronger analytical and problem-solving skills. In addition, computer science jobs are projected to remain among the fastest-growing occupations in the United States over the next decade.

Nissani believes the gaming industry can play a role in inspiring the next generation of programmers and creators.

“Games are often the gateway,” he said. “Many developers start out simply because they love playing games. Once they realize they can build those worlds themselves, that curiosity can turn into a career.”

He encourages individuals to support technology education in their own communities by mentoring students, supporting coding programs, or simply encouraging young people to explore programming tools and creative technology.

“Sometimes all it takes is one opportunity or one teacher introducing a student to coding,” Nissani said. “That small moment can shape someone’s entire future.”

As the gaming industry continues to grow and technology evolves, expanding access to programming education may help ensure that the next generation of creators reflects a broad range of ideas, experiences, and perspectives.

“Games are ultimately about creativity and imagination,” Nissani said. “The more people who have the chance to learn these skills, the more interesting and innovative the future of interactive media will be.”

Call to Action

Students, parents, and educators interested in supporting technology education can explore coding resources through local libraries, community tech workshops, school STEM programs, and free online programming platforms. Even small steps—such as introducing students to basic programming tools or game design tutorials—can help spark long-term interest in technology and creative development.

To read the full interview, visit the website here.

About Hooman Nissani

Hooman Arman Nissani is an American video game developer, game designer, and technical director based in Culver City, California. He is the founder of Nissani Interactive, an independent game studio focused on narrative-driven experiences and AI-driven gameplay systems. With a background in computer science and game design from the University of California, Irvine, Nissani has contributed to multiple video game titles across PC and console platforms and is known for his work in game systems programming, artificial intelligence design, and procedural world development.

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