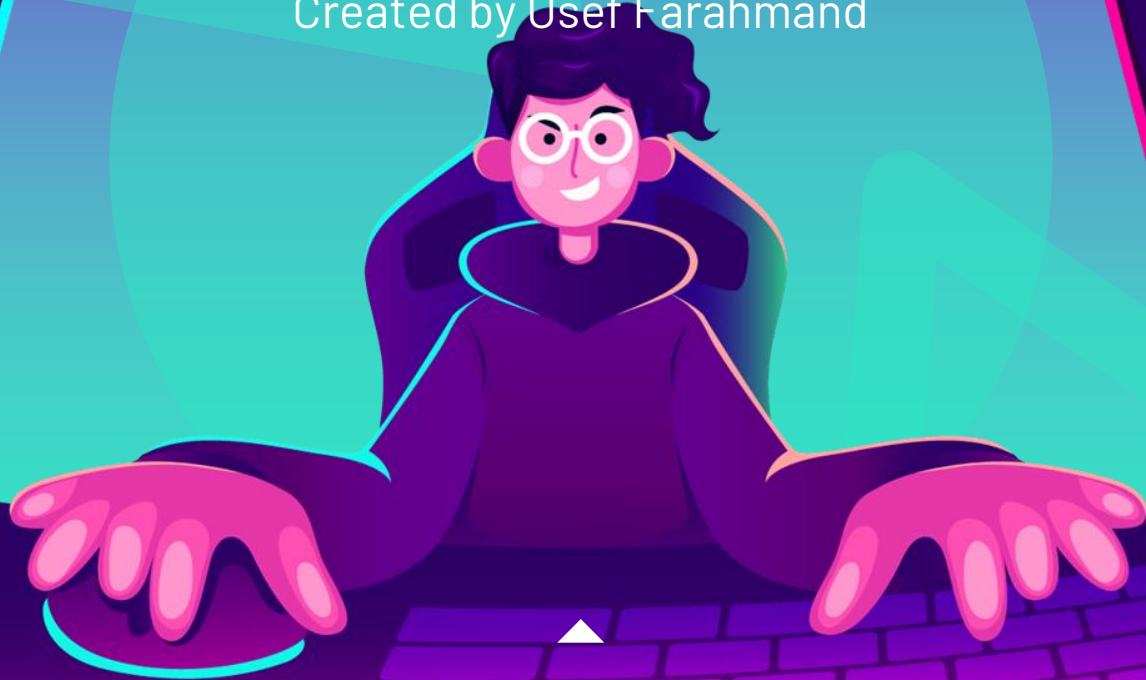


Develop Portfolio

Created by Usef Farahmand





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My Education

01

About Me

Who I am?



About Me

I'm Usef Farahmand and I'm a Game Developer / Technical Artist who love make efficient tools for game in Unity Engine by C# language.



My Skills!

- Unity
- Cocos Creator
- Animator
- 2D Animation
- Research
- Problem Solving
- C#
- SQLite
- TypeScript
- Game User Experience (UX)
- Adobe XD
- Git
- GitHub

My Work Experience!

in **White Designer Studio** . Feb 2021 – Oct 2022



My Work Experience!

in **White Designer Studio** . Feb 2021 – Oct 2022

01



Game Programmer Intern

Feb 2021 – Apr 2021

In the internship period, I learned the basics of unity 3D game developments, Game design strategies, and how to create playable ads game with Cocos creator.

My Work Experience!

in **White Designer Studio** . Feb 2021 – Oct 2022

02



Junior Game Programmer

Apr 2021 – Mar 2022

Responsibilities:

- Developing mobile games, using Unity 3D game engine
- Integrating Analytics (Unity, Facebook and Firebase) in games
- Developing responsive UI for game with Unity engine
- Developing playable ads and HTML5 games, using Cocos Creator engine
- Collaborating with designers and artists on design and delivery of interactive games
- Translating design ideas into functional game code
- Animating characters and objects
- Troubleshooting and fixing bugs in games developed by different developers

My Work Experience!

in **White Designer Studio** . Feb 2021 – Oct 2022

03



Intern Mentor

Sep 2021 – Oct 2022

During this time, I was in contact with a number of trainees of the company and I was checking them from different aspects of programming and implementing the project given to them, and I was also checking their ability to work in a team. and finally, I submit the final report to the company's human resources manager.

My Work Experience!

in **White Designer Studio** . Feb 2021 – Oct 2022

04



Game Tools Programmer

Feb 2022 – Oct 2022

Responsibilities:

- Liaising between heads of programming and design teams
- Researching and developing technical tools for a project
- Solving complex technical issues during development
- Porting finished art to the game engine
- Working within the limits of the game engine, curating file sizes, polygon counts and loading speeds
- Animating characters and objects
- Making suitable animators for the project
- Creating a data structure for projects and managing information transfer in the project

My Habits!



Video Games



Work at night



Listening music



Walking in rainy weather



Reading books



Watching soccer match

02

My Work

What did I do?



Project 01

Web3 Game



Select to view the project!!

Gnarnia





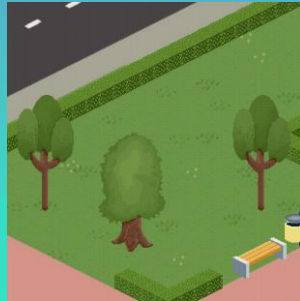
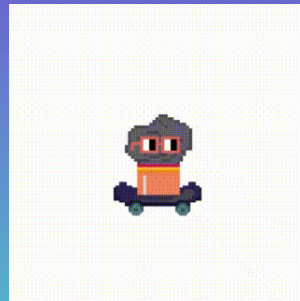
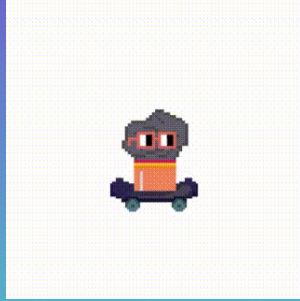
Project 01 – Gnarnia

In this project, I programmed:

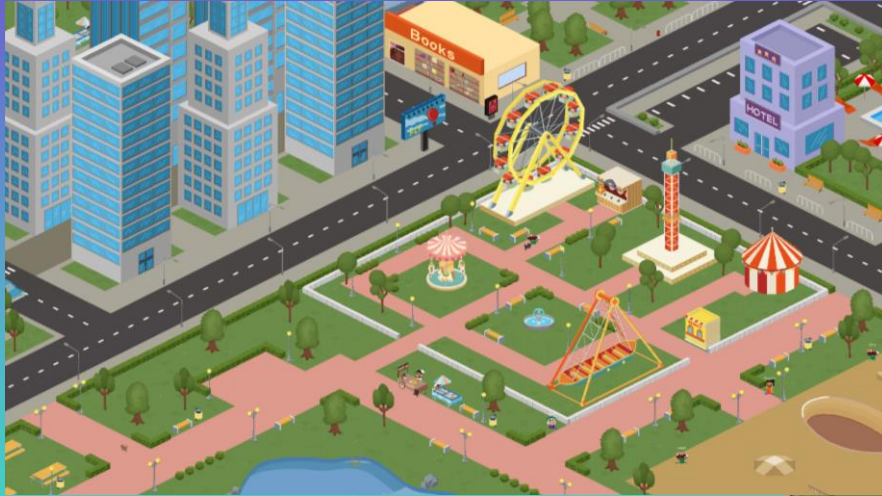
- Create animation for characters, NPCs and environment
- Scripting animator controller
- Creating a data structure
- Scripting a controller for connecting the server to the game and work with APIs
- Scripting audio system

Project 01 – Gnarnia

Click to display file!



Project 01 – Gnarnia



Project 01 – Gnarnia

Project 02

Mobile Game



Hide and Seek

Hide and Seek – an addictive and thrilling multiplayer Hide and Seek action-shooter game in popular Prop Hunt genre. Hide as a Prop from other players in any room or try to escape! Simply swap and become any kind of hidden object – a chair, a box, a cup, or even a lavatory pan.

Select to view the project!!



Project 02 – Hide and Seek

In this project, I programmed:

- User Interface system
- Shopping System

Project 02 – Hide and Seek



Project 03

PC Game

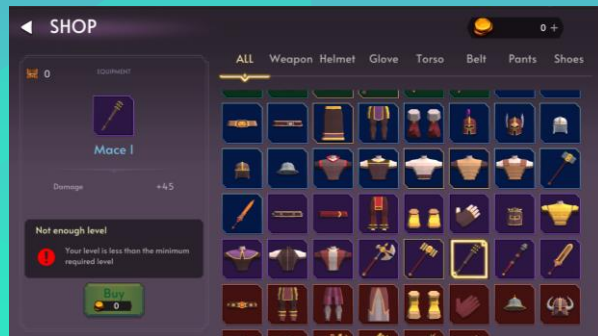


My Fantasy World

My Fantasy World — is a project for a university bachelor's thesis, which is a game in survival genre.

Select to view the project!!

Project 03 – My Fantasy World



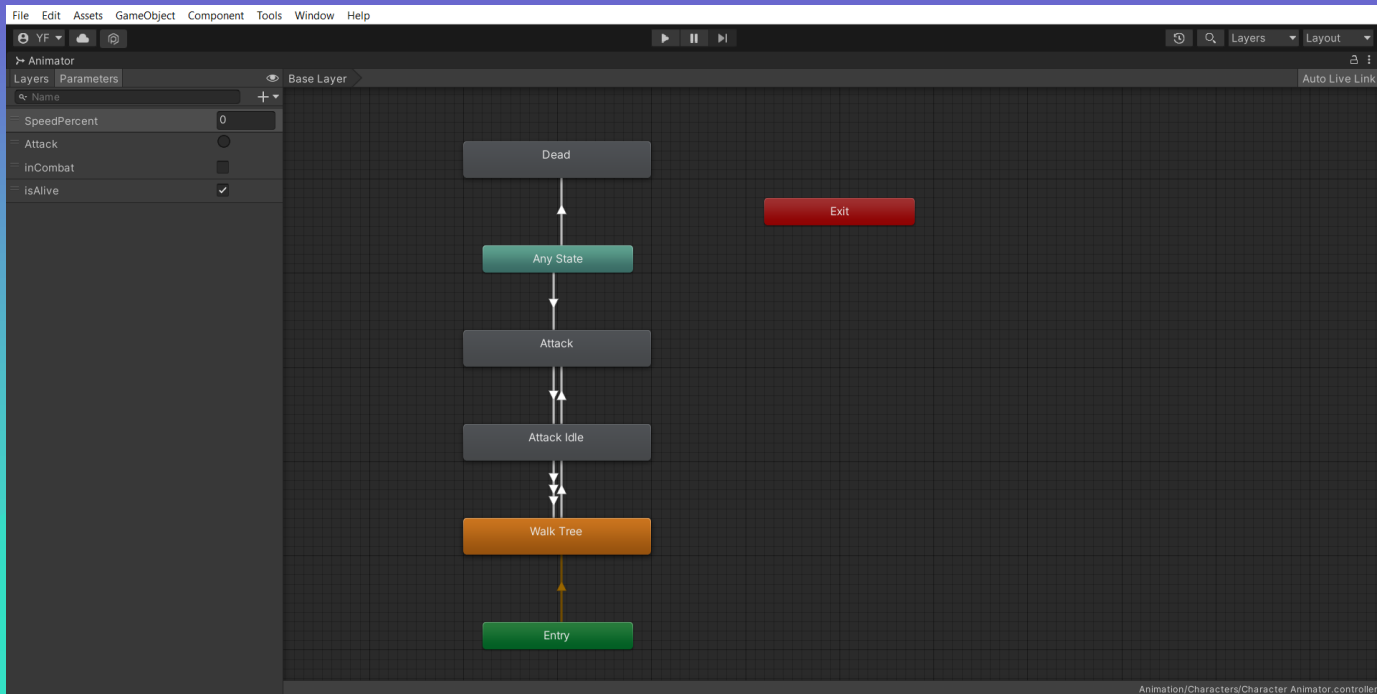
Project 03 – My Fantasy World

In this project, I programmed:

- User Interface system
- Create player and enemies movement and attack system
- Create player inventory and equipment system
- Scripting animator controllers and management of various weapon animations
- Creating data structure
- Scripting shopping system
- Connect game to local Database

Project 03 – My Fantasy World

Character animator



Project 04

Mobile Game



Nailer Mailer

Nailer Mailer — is a hyper-casual shooter game for Android, the stages of the game have a number of rooms where enemies are waiting for you. The goal of the game is to kill enemies and pass stages.



Select to view the project!!

Project 04 — Nailer Mailer



Project 04 — Nailer Mailer

In this project, I programmed:

- User Interface system
- Shopping
- Shooting system and attached enemies to the wall
- Interacting environment, include wall cracking, blood splattering, and environmental objects shaking.
- Character ragdoll with puppet master and unity default ragdoll system.

Project 05

Mobile Game



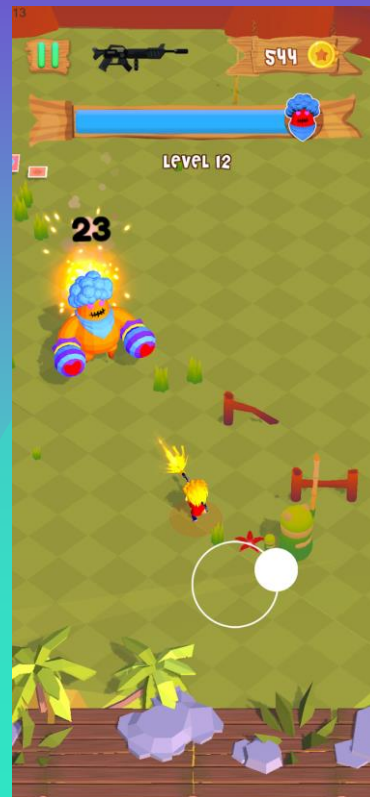
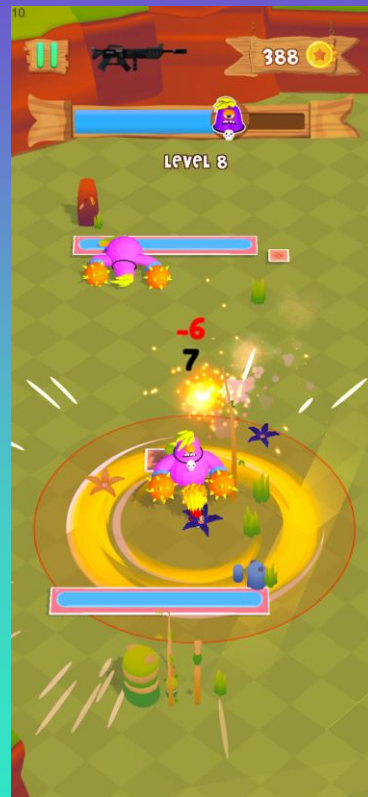
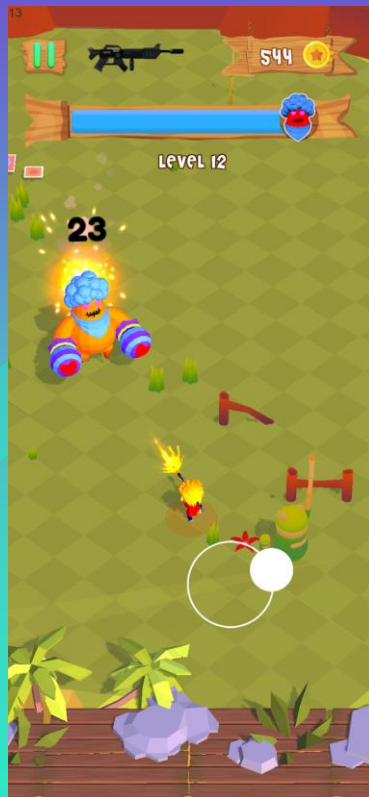
Monster Blast

Monster Blast — is a casual game for Android.



Select to view the project!!

Project 05 — Monster Blast





Project 05 — **Monster Blast**

In this project, I programmed:

- User Interface system

Project 06

Mobile Game



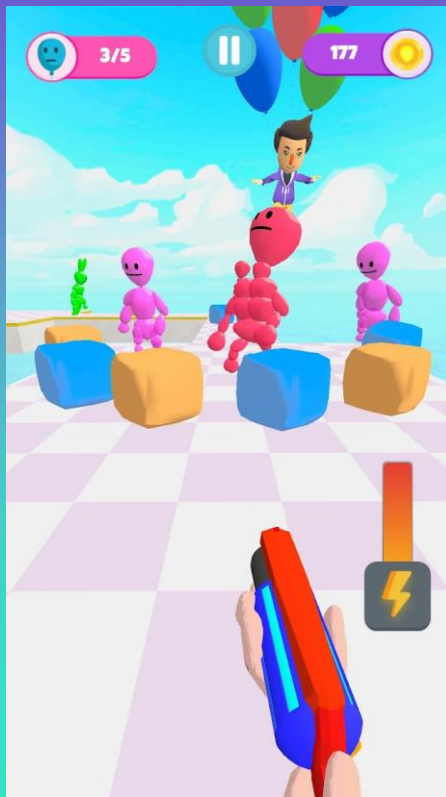
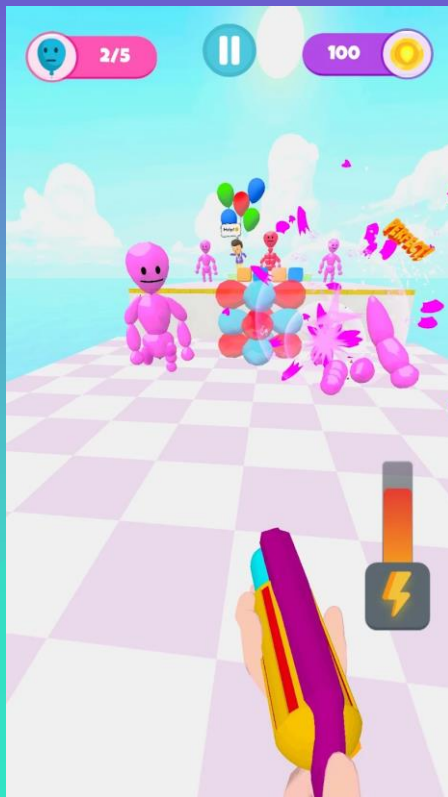
Balloon Bommer!

Balloon Bommer — is a hyper-casual shooter game for Android, the stages of the game have a number of rooms where enemies are waiting for you. The goal of the game is to kill enemies and pass stages.



Select to view the project!!

Project 06 — Balloon Boomer!





Project 06 — Balloon Boomer!

In this project, I programmed:

- User Interface system
- Shopping
- Interacting environment

Project 07

Mobile Game



Love'em up!

Love'em up! — is a hyper-casual shooter game for Android, the stages of the game have a number of rooms where enemies are waiting for you. The goal of the game is to kill enemies and pass stages.



Select to view the project!!

Project 07 — Love'em up!





Project 07 — Love'em up!

In this project, I programmed:

- Player movement and firing system
- The movement system of other game characters, which is a combination of animation and ragdoll
- User interface system and store
- Loaded game stages system

Project 08

Playable-ads



Select to view the project!!



Farmand

Fermand — is an playable-ads project for Fermand Chocolate Company. This project has been used in one of the company's campaigns. This project is made with Cocos Creator engine and its output is for the web.

Project 09

Playable-ads



Select to view the project!!

GT ads

GT Ads — is an playable-ads for Berga Games. The purpose of this project is to introduce GT Club Drag Racing Car Game. This project is made with Cocos Creator engine.

Project 10

Unity Tools



Tools



Select to view the project!!



Animator Parameter Extractor

A Unity Editor Tool that create a
C# script with in input a list of
Animator Controller

Project II

Unity Tools



Tools



Select to view the project!!



Editor List

A Tool display your lists in the editor window.



03

My Education

What education do I have?

My University

Since 2017, I have been studying computer science at the Imam Reza International University.



My Language!

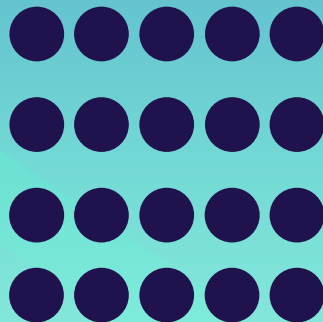
Reading Level

Writing Level

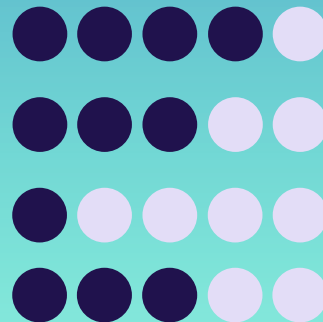
Speaking Level

Listening Level

Persian



English



my Licenses & certifications

01

The 2018 ICPC Asia Tehran Regional Contest

ICPC – International Collegiate Programming Contest



Certificate of Achievement

ACM-ICPC Asia Region
Tehran, Iran, December 21, 2018




Honorable Mention

Imam Reza University of Mashhad

Yosef Farahmand
amirhossein akbarzade
mohsen zoghdar
Saeid Abbaasi, Coach


William B. Poucher, Ph.D.
ICPC Executive Director


Mohammad Ghodsi, Ph.D.
Director, Tehran Site


Hamed Zarrabi-Zadeh, Ph.D.
Associate Director, Tehran Site

my Licenses & certifications

02

The 2019 ICPC Asia Tehran Regional Contest

ICPC – International Collegiate Programming Contest



Certificate of Achievement



ICPC - Asia Region
Tehran, Iran, December 20, 2019

Thirty-ninth Place

Imam Reza University of Mashhad

amirhossein akbarzade
Yosef Farahmand
Ali Yaghoubian
Saeid Abbaasi, Coach

William B. Poucher
William B. Poucher, Ph.D.
ICPC Executive Director

M. Ghodsi
Mohammad Ghodsi, Ph.D.
Director, Tehran Site

H. Zarrabi-Zadeh
Hamid Zarrabi-Zadeh, Ph.D.
Executive Director, Tehran Site

my Licenses & certifications

03

The 2020 ICPC Asia Tehran Regional Contest

ICPC – International Collegiate Programming Contest



Certificate of Achievement

The 2020 ICPC Asia Tehran Regional Contest
30 – 31 December 2020



Fortieth Place

Imam Reza University of Mashhad

**Yosef Farahmand
Ali Yaghoubian
iman langaran
Saeid Abbaasi, Coach**

William B. Poucher
William B. Poucher, Ph.D.
ICPC Executive Director

M. Ghodsi
Mohammad Ghodsi, Ph.D.
Director, Tehran Site

My Licenses & certifications

04

Unity 3D Car Driving And First Person Shooter Game

Udemy



my Licenses & certifications

05

Learn C# and make a videogame with Unity 2020

Udemy



My Licenses & certifications

06

Learn C++ from scratch

Udemy

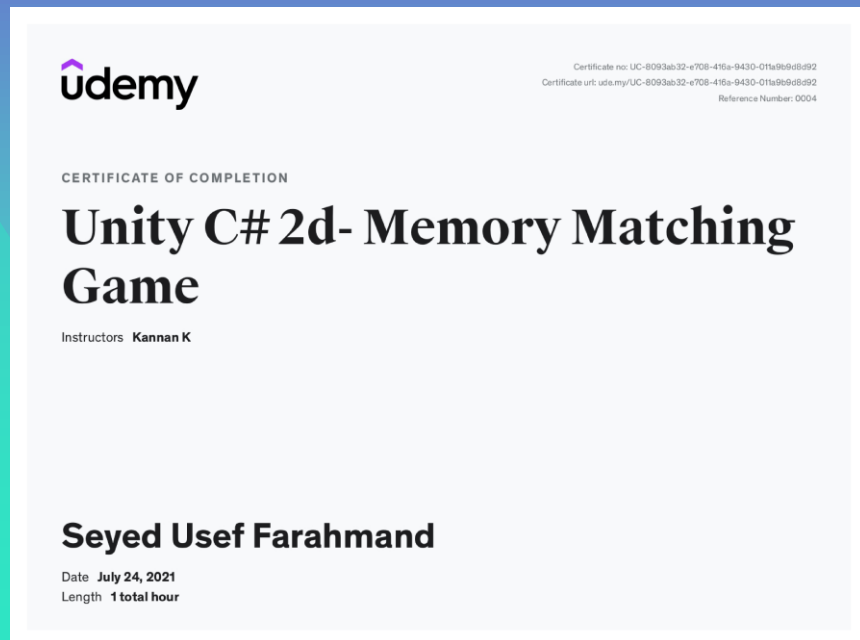


my Licenses & certifications

07

Unity C# 2d-Memory Matching Game

Udemy



THANKS!

Do you have any questions?

yoseffarahmand94@gmail.com
+98 9220669124

