

Farid Zandi

Game Developer

✉ faridmmz79@gmail.com

☎ +39 379 154 0436

in [faridreza-momtazandi](https://www.linkedin.com/company/faridreza-momtazandi)

🐙 [faridmmz](https://github.com/faridmmz)

📧 t.me/farid_mmz

Portfolio: faridmmz.github.io



About Me

Game developer with 5+ years of experience creating 2D/3D games in Unity, Unreal Engine 5, and Godot. Skilled in gameplay systems, AI, level design, UI/UX, and fluent in C#, C++, GDScript, and Python. Experienced in solo and agile indie team projects.

Motivated by challenge and growth, I enjoy building interactive systems that are both engaging and technically robust. I'm excited to contribute to teams that value creativity, attention to detail, and strong engineering foundations.

Skills

Languages	English (TOEFL 106/120 - C1), Italian (A2)
Programming	C#, C++, Python, .NET, GDScript, Java, JavaScript, OOP
Engines	Unity, Unreal Engine 5, Godot
Tools	Blender, Photoshop, Git, Jira, Trello
Game Development	Gameplay Systems, AI, UI/UX, Level Design, Particle Systems, Prototyping, Playtesting and Balancing, Debugging, Optimization
AI	Machine Learning, Deep Learning, Computer Vision, Reinforcement Learning, Azure
Soft Skills	Teamwork, Communication, Quick Learning, Staying Calm Under Pressure

Work Experience

Game Programmer and Designer

Mar 2020 – Present

Fake Reality / FrostByte

- Contributed to 6+ indie games using Unity, Unreal Engine 5, and Godot, in agile teams of 2–5 developers.
- Led programming on flagship titles like ExoBarrier and Last Defence, including turret systems, drone AI, and skill trees.
- Built and optimized core systems: gameplay, AI, level design, and UI across more than five 2D and 3D titles.
- Participated in Brackeys Game Jam 2021.2; Children of Chaos ranked in the top 5% of 1,700+ entries.
- Iterated based on playtesting feedback and bug reports to improve player experience pre-release.

Research Assistant – Robotics Lab

Nov 2023 – Oct 2024

Ferdowsi University

- Built a real-world driving simulation spanning 50+ km of terrain using Cesium and Unreal Engine 5, enabling high-fidelity testing for ML research.
- Programmed image sequence capture pipelines in C++ to support computer vision experiments and neural reconstruction tasks.
- Optimized the synthetic data pipeline with a custom method, improving 3D reconstruction accuracy and efficiency by 30%.

Computer Vision Intern

Jul 2023 – Sep 2023

Veerasense

- Developed and tested AI-based image analysis pipelines for real-world industrial vision tasks.
- Processed datasets containing thousands of labeled images for ML model training and evaluation.
- Helped develop a prototype benchmarking system and completed the 5 month research task in just 3 months, exceeding expectations.

Mentor and Coordinator

Feb 2022 – Mar 2023

Game Community, Ferdowsi University

- Supported student-led game development initiatives through mentoring, event coordination, and technical instruction.
- Organized and led workshops on game engines (Unity and C#), helping peers build playable projects and portfolios.

Education

MSc in Computer Engineering – AI and Data Analytics

Sep 2024 – Present

Politecnico di Torino

BSc in Computer Engineering

Sep 2019 – Feb 2024

Ferdowsi University

Projects

ExoBarrier

[View on Portfolio](#)

2D tower defense game created in Unity. Designed turret systems, real-time resource management, and enemy wave logic.

- Role: Lead Programmer, Game Designer, Level Designer.
- Tech: Unity, C#, Photoshop.

Last Defence

[View on Portfolio](#)

3D tower defense game featuring autonomous drone AI and skill-based upgrades. Crafted core gameplay systems, level selection, and survival mode.

- Role: Lead Programmer, Game Designer, Level Designer, Gameplay AI.
- Tech: Unity, C#, Blender, Photoshop.

Children of Chaos

[Play on Itch.io](#)

2D roguelike platformer made for Brackeys Game Jam in 7 days (ranked in the top 5% of 1,700+ entries). Developed enemy AI, random upgrade mechanics, and level layout.

- Role: Lead Programmer, Game Designer, Level Designer, Gameplay AI.
- Tech: Unity, C#, Photoshop.

UE5 Driving Simulation

[View on Portfolio](#)

Simulation implemented in Unreal Engine 5 using Cesium for real-world maps. Captured data for ML/CV experiments in robotic 3D scene reconstruction.

- Role: Lead Programmer, AI Engineer.
- Tech: UE5, C++, Cesium, ML, Computer Vision.

AI Abalone Game

[View on Portfolio](#)

AI-driven 3D board game done in Godot. Implemented Minimax with alpha-beta pruning, search beam, and state caching.

- Role: Lead Programmer, AI Engineer.
- Tech: Godot, GDScript.