

# Farid Zandi

## Game Developer

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### About Me

What started as a side project with a few close friends has turned into a real passion over the past **five years**. I've designed worlds, Engineered systems, fixed bugs, and stayed up way too late tweaking tiny details, and I've loved every second of it. Every project is a new challenge, and every challenge is an excuse to learn, explore, and create something worth playing. That's what brings a smile to my face.

### Skills

Languages	English (Fluent, TOEFL 106/120), Italian (Basic, A2)
Programming	C#, C++, Python, 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
Soft Skills	Teamwork, Communication, Quick Learning, Staying Calm Under Pressure

### Work Experience

- Mar 2020 – Present **Game Programmer and Designer**, *Fake Reality / FrostByte*
- Contributed to 6+ indie games across Unity, UE5, and Godot with team sizes of 2–5 developers.
  - Built core systems, Gameplay Logic, AI, Level Design, and UI across multiple projects.
  - Worked in 4+ agile teams with 2–5 members to make polished games under tight deadlines and crunch periods.
- Nov 2023 – Oct 2024 **Research Assistant – Robotics Lab**, *Ferdowsi University*
- Created a real-world driving sim with 50+ km of terrain using **Cesium** and **UE5** for ML and Computer Vision research.
  - Programmed data capture pipelines in **C++** to collect frame sequences for **Computer Vision** and **Machine Learning** research.
  - Worked toward 3D scene reconstruction from synthetic data for robotic perception tasks.
- Jul 2023 – Sep 2023 **Computer Vision Intern**, *Veerasense*
- Engineered AI-based image processing pipelines for real-world vision tasks.

### Education

- Sep 2024 – Present **MSc in Computer Engineering – AI and Data Analytics**, *Politecnico di Torino*
- Sep 2019 – Feb 2024 **BSc in Computer Engineering**, *Ferdowsi University*
- Thesis: Workflow Scheduling in Cloud Environments. GPA (last 2 years): 17.37/20

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## Projects

- ExoBarrier 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.* [View on Portfolio](#)
- Last Defence 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.* [View on Portfolio](#)
- Children of Chaos 2D roguelike platformer made for Brackeys Game Jam in 7 days(ranked in top 10% of entries). Developed enemy AI, random upgrade mechanics, and level layout.  
*Role: Lead Programmer, Game Designer, Level Designer, Gameplay AI.*  
*Tech: Unity, C#, Photoshop.* [Play on Itch.io](#)
- UE5 Driving Simulation 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.* [View on Portfolio](#)
- AI Abalone Game AI-driven 3D board game built in **Godot**. Implemented Minimax with alpha-beta pruning, search beam, and state caching.  
*Role: Lead Programmer, AI Engineer.*  
*Tech: Godot, GDScript.* [View on Portfolio](#)

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## Volunteering Experience

- Feb 2022 – Mar 2023 **Mentor and Coordinator**, *Game Community, Ferdowsi University*  
Involved in many events and educational programs as instructor or host.  
Coordinator and mentor in game engine workshops.