

# Farid Zandi

## Game Developer

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### 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

#### AI/Unity Developer Intern

Sep 2025 – Present

*LingoLooper – Remote*

- Contributing to the development of **LingoLooper**, a fast-growing AI-powered language learning app serving **500K+ users**.
- Collaborating directly with the CTO to design and implement new features at the intersection of **AI integration** and **Unity** game development.
- Leveraging **Microsoft Azure**, **.NET Framework**, and **C#** to build robust systems for real-time AI interactions.

#### 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, improving 3D reconstruction accuracy and efficiency by 30%.

<b>Computer Vision Intern</b> <i>Veerasense</i>	<i>Jul 2023 – Sep 2023</i>
<ul style="list-style-type: none"> <li>Developed and tested AI-based image analysis pipelines for real-world industrial vision tasks.</li> <li>Processed datasets containing thousands of labeled images for ML model training and evaluation.</li> <li>Helped develop a prototype benchmarking system and completed the 5 month research task in just 3 months, exceeding expectations.</li> </ul>	
<b>Mentor and Coordinator</b> <i>Game Community, Ferdowsi University</i>	<i>Feb 2022 – Mar 2023</i>
<ul style="list-style-type: none"> <li>Supported student-led game development initiatives through mentoring, event coordination, and technical instruction.</li> <li>Organized and led workshops on game engines (Unity and C#), helping peers build playable projects and portfolios.</li> </ul>	

## Education

<b>MSc in Computer Engineering – AI and Data Analytics</b> <i>Politecnico di Torino</i>	<i>Sep 2024 – Present</i>
<b>BSc in Computer Engineering</b> <i>Ferdowsi University</i>	<i>Sep 2019 – Feb 2024</i>

## Projects

<b>ExoBarrier</b> 2D tower defense game created in Unity. Designed turret systems, real-time resource management, and enemy wave logic. <ul style="list-style-type: none"> <li>Role: Lead Programmer, Game Designer, Level Designer.</li> <li>Tech: Unity, C#, Photoshop.</li> </ul>	<a href="#">View on Portfolio</a>
<b>Last Defence</b> 3D tower defense game featuring autonomous drone AI and skill-based upgrades. Crafted core gameplay systems, level selection, and survival mode. <ul style="list-style-type: none"> <li>Role: Lead Programmer, Game Designer, Level Designer, Gameplay AI.</li> <li>Tech: Unity, C#, Blender, Photoshop.</li> </ul>	<a href="#">View on Portfolio</a>
<b>Children of Chaos</b> 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. <ul style="list-style-type: none"> <li>Role: Lead Programmer, Game Designer, Level Designer, Gameplay AI.</li> <li>Tech: Unity, C#, Photoshop.</li> </ul>	<a href="#">Play on Itch.io</a>
<b>UE5 Driving Simulation</b> Simulation implemented in Unreal Engine 5 using Cesium for real-world maps. Captured data for ML/CV experiments in robotic 3D scene reconstruction. <ul style="list-style-type: none"> <li>Role: Lead Programmer, AI Engineer.</li> <li>Tech: UE5, C++, Cesium, ML, Computer Vision.</li> </ul>	<a href="#">View on Portfolio</a>
<b>AI Abalone Game</b> AI-driven 3D board game done in Godot. Implemented Minimax with alpha-beta pruning, search beam, and state caching. <ul style="list-style-type: none"> <li>Role: Lead Programmer, AI Engineer.</li> <li>Tech: Godot, GDScript.</li> </ul>	<a href="#">View on Portfolio</a>