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, 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 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.

Nov 2023–Oct 2024 **Research Assistant – Robotics Lab**, *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%**.

Jul 2023–Sep 2023 **Computer Vision Intern**, *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.

Feb 2022–Mar 2023 **Mentor and Coordinator**, *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

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

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 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. *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 done in **Godot**. Implemented Minimax with alpha-beta pruning, search beam, and state caching.
Role: Lead Programmer, AI Engineer.
Tech: Godot, GDScript. *View on Portfolio*