

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

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](#)

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.