

# Farid Zandi

Game Developer

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Portfolio: [faridmmz.github.io](https://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.