YASAMAN FARAZAN (she/her)
Gameplay Programmer

DETAILS

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Place of birth
Tehran, Iran

SKILLS

Unity Engine

C#

Unreal Engine

C++

Design Patterns

Clean Code

Rapid Prototyping

Game Design

Documentation

Project Management

Agile Development

LINKS

LinkedIn
Website
Itch.io

LANGUAGES

Persian

English

German

PROFILE

Innovative and self-motivated Gameplay Programmer and Designer with over 9 years of hands-on experience. Skilled at pushing creative boundaries and delivering high-quality solutions. A passionate learner and problem solver, I am dedicated to driving the success of every project I work on, consistently achieving excellence in both technical and creative execution.

EMPLOYMENT HISTORY

Gameplay Programmer at Ubisoft Blue Byte, Düsseldorf, Germany
February 2023 — Present

In my role as a gameplay programmer for the Assassin's Creed Nexus VR project, I worked in the Unity game engine (C#) to contribute to diverse teams, primarily focusing on bug fixing and performance enhancement. After the release of the project I actively contributed to our internal XR Framework by presenting new ideas and working on various projects in Unity and Unreal engine.

Game Programmer & Designer at Massive Miniteam, Cologne, Germany
October 2021 — December 2022

I started as a freelancer and later joined the team as a porting programmer. After showing my knowledge and skill in creative problem solving, I became a Technical Game Designer, working with the Unreal engine, and contributing to the team's main project, Oddsparks: An Automation Adventure.

Unity Programmer at Brainseed Factory, Bonn, Germany
February 2020 — October 2020

Refactored and developed a mobile game. Worked on an educational 3rd-person game and implemented various features, like dialogue system, map and navigation, cinematics system, and UI implementation in Unity. At the same time, I cooperated with the vision holder to improve some game design and UX and refine game systems.

Unity Programmer at ANIMA RES GmbH, Bonn, Germany
April 2019 — July 2019

Key contributor to successful AR medical solutions, including Insight Heart for mobile devices, HoloLens, and Magic Leap. Solely developed an instructional AR project for a medical device, enhancing UX through prototype-driven proposal pitches.

Co-Founder & Game Designer at Acid Green Games, Tehran, Iran
June 2016 — November 2021

Led a six-member team through developing, delivering, and maintaining multiple games. As a co-founder, I shaped the overall vision and production of our projects, actively contributing to design and programming. Over four years, our team successfully launched three mobile games and experimented with various PC prototypes. I improved my knowledge in Live-ops and turned one of our projects into a top-grossing game in the local market that is still selling well.

Game Programmer & Designer, Tehran - Iran

September 2014 — November 2016

Worked in multiple indie teams, mainly as a Designer, before moving to Germany. One of my achievements during this time was helping find solutions to problems by simulating rapid design systems, like employing an interactive spreadsheet that simulated the game mechanics to optimize unit balancing.

🎓 EDUCATION

Bachelor of Game Programming, Cologne Game Lab, Köln, Germany

September 2017 — August 2021

Graduated with perfect results. My thesis title was "Breaking the Virtual Ice: Toxic Behaviors in Social VRs and How Developers Cope with Them."

Bachelor of Industrial Design, University of Tehran, Tehran, Iran

January 2011 — January 2016

Graduated with high honors and perfect results. My thesis title was "Integration of AR Technology and Interactive Media in the Tourism Industry".I achieved the full grade.

✅ COURSES

Game Design, Iran Game Development Institute

November 2013 — November 2014

Game Animation (Kinematika), Inverse School

November 2013 — March 2020

⭐ PROJECTS

Beethoven: Follow The Music, Creative Director, Game Designer & Programmer

August 2019 — December 2019

As a highlight of the BTHVEN 2020 event commemorating Beethoven's 250th birthday, our game, in collaboration with WDR3, was chosen for investment and development by the renowned German public radio station. Over five months, I led a team of three in creating an immersive mobile AR experience to deliver a unique musical experience.

GLARS - Dialab, Programmer

March 2018 — February 2019

Collaborated on a student learning project at Rheinische Akademie Köln gGmbH for biological-technical assistants' training. As a programmer during my studies, I addressed implementation challenges, providing solutions to streamline development efforts for all stakeholders involved.

Daberna Online, Game Design, UI/UX Design

May 2017 — November 2021

Revitalized and maintained Daberna, an online and thriving mobile Bingo game, is still a top-grossing hit in the local market with more than 200k users. Elevated my expertise in mobile game design and leveraged data analysis to optimize user experience and drive revenue. Achieved remarkable KPI growth through strategic A/B testing and enhanced control over game metrics.

Live TV Tycoon, Creative Director & Designer

June 2016 — May 2017

Led our indie team's debut commercial venture – a tycoon mobile game simulating TV station management. As game designer and director, I maintained a clear project vision

throughout various development stages, introducing and implementing agile development practices for the first time in our team's journey.

★ HONORS & AWARDS

First Place in University Entrance Exam (Konkur) of Art, Tehran
July 2011

Achieved first place in the national-wide university entrance exam among twenty thousand other participants.

First Place in Roomiz Tabletop Game Design Competition, Tehran
June 2017

Jamey Stegmaier, the designer of the Scythe board game and co-founder of Stonemaier Games, was the final judge of the competition and selected my design for the "Astrolabe" game as the final winner.

Most Innovative Mobile Game, Tehran Game Convention
July 2017

Won the award for the most innovative mobile game development. The game was also nominated for the Best Mobile Game award.

Most Innovative PC Game, Tehran Game Convention
July 2018

Tehran Game Convention was a video game conference held by Iran Computer and Video Games Foundation in partnership with Game Connection. One of my student projects, "Woodfarer," won the prize for the most innovative PC game.

Volunteer Keynote Video Persian Subtitle Translation
January 2018 — January 2020

Translated all keynote videos and diversified text for two years to Persian for the Global Game Jam event.

Mentor and Jury of Casual Camp
October 2020

Casual Camp was a competition with educational goals for entry-level game developers. The event was held by Cafe Bazaar, the most successful Android Market in Iran. As one of the mentors, I participated in the presentations and provided feedback and support to all team teams. For the final selection, I played all projects, ranked them, and prepared a descriptive list of feedback on each game.