



YASAMAN FARAZAN (she/her)

Gameplay Programmer | Technical Game Designer

PROFILE

Address: Düsseldorf, Germany
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Date of Birth: 14/04/1993

Creative and **self-motivated** Gameplay Programmer and Technical Designer with **10+ years** in game development. I'm known for delivering solid, **high-quality** solutions and thrive in **agile** teams where **flexibility**, **teamwork**, and clear **communication** are key. I'm committed to making every project succeed, staying **organized**, and focusing on creating polished, enjoyable experiences.

Skills

C#

C++

TypeScript

MySQL

Git

Unity Engine

Unreal Engine

Adobe Photoshop

MS Excel

Figma

Notion

Miro

Design Patterns

Clean Code

Rapid Prototyping

Technical Game Design

Documentation

Project Management

Agile Development

Links

[LinkedIn](#)

[Website](#)

[Itch.io](#)

[Github](#)

Languages

Persian

English

German

EMPLOYMENT HISTORY

Backend Developer at **Ubisoft Blue Byte**, Düsseldorf, Germany | Oct 2024 — Present

- Contributed to the **PC Distribution and Entitlement** service as part of the [Ubisoft Connect](#) team, working with a modern **TypeScript** microservice architecture.
- Quickly onboard on unfamiliar domains, including CI/CD pipelines, database architecture, and system design.

Gameplay Programmer at **Ubisoft Blue Byte**, Düsseldorf, Germany | Feb 2023 — Oct 2024

- Developed and maintained gameplay features in **Unity (C#)** for [Assassin's Creed Nexus VR](#), including AI behavior, VFX integration, and performance.
- Contributed to the internal **XR Framework**, proposing new tools and reusable systems for both Unity and Unreal projects.

Programmer & Technical Game Designer at **Massive Minitteam**, Cologne, Germany | Oct 2021 — Dec 2022

- Started as a freelance **porting programmer**, later transitioned into a **Technical Game Designer** role, working primarily with **Unreal Engine**.
- Contributed to core development and design on shipped titles, [Are You Smarter Than a 5th Grader](#) and [Oddsparks: An Automation Adventure](#).

Unity Programmer at **Brainseed Factory**, Bonn, Germany | Feb 2020 — Oct 2020

- Refactored and extended core systems in two educational games built in **Unity**.
- Implemented major gameplay systems, including a **dialogue system**, **map and navigation**, **cinematics**, and **UI**.
- Collaborated with the vision holder to refine **game design**, **UX flow**, and system design.

Unity Programmer at **ANIMA RES GmbH**, Bonn, Germany | Apr 2019 — Jul 2019

- Developed features for **AR medical apps**, including [Insight Heart](#), across **mobile**, **HoloLens**, and **Magic Leap** platforms.
- Solely implemented a complete instructional AR experience for a medical device, improving UX through **rapid prototyping and iteration**.

Co-Founder & Game Designer at **Acid Green Games**, Tehran, Iran | Jun 2016 — Nov 2021

- Led a team of 6 through full development cycles of **three published mobile games** and multiple PC prototypes.
- Defined studio vision, directed production, and contributed to **game design**, **programming**, and **live-ops**.
- Turned [Bingo Bean: Lucky Bingo Arena](#), with over 200k users, into a **top-grossing mobile title in the Iranian local market**, using A/B testing and data-driven solutions.

Game Programmer & Designer, Tehran - Iran | Sep 2014 — Nov 2016

- Collaborated with various indie teams as a **game designer**, implemented rapid balancing tools using **advanced spreadsheets** to simulate and optimize the game economy.
- Took part in more than 10 **game jams**. Some of the results are on my [Itch.io](https://itch.io)

EDUCATION

Bachelor of Game Programming, Cologne Game Lab, Germany | Sep 2017 — Aug 2021

Bachelor of Industrial Design, University of Tehran, Iran | Jan 2011 — Jan 2016

COURSES

Game Design, Iran Game Development Institute | Nov 2013 — Nov 2014

Game Animation (Kinematika), Inverse School | Nov 2013 — Mar 2020

ADDITIONAL PROJECTS

[Beethoven: Follow The Music](#), Director & Designer | Aug 2019 — Dec 2019

- Led a team of 3 in creating an AR mobile game in partnership with WDR3 to celebrate Beethoven's 250th anniversary.
- Manage design, production, and technical development to create an immersive music experience.

[GLARS - Dialab](#), Programmer | Mar 2018 — Feb 2019

- Collaborated on a student learning project for biological-technical assistants' training at Rheinische Akademie Köln gGmbH

[Live TV Tycoon](#), Creative Director & Designer | Jun 2016 — May 2017

- Led my indie team's first commercial project, a tycoon mobile game simulating TV station management
- Introduced and implemented agile development practices

HONORS & AWARDS

Career Development Mentor, ReDI School | Jan — Feb 2025: Mentored two full-stack developers through a series of career development sessions

Mentor & Jury Member, Casual Camp | Oct 2020: Mentored entry-level game developers and evaluated projects at Iran's leading educational game competition.

Volunteer Translator, Global Game Jam | Jan 2018 — Jan 2020: Translated keynote videos and related materials into Persian.

Most Innovative PC Game, Tehran Game Convention | Jul 2018: Awarded for "Woodfarer," recognized for innovation at Iran's largest game development conference.

Most Innovative Mobile Game, Tehran Game Convention | Jul 2017: Received innovation award and Best Mobile Game nomination for original mobile game design.

First Place, Roomiz Tabletop Game Design Competition | Jun 2017: Won for the board game "Astrolabe," selected by final judge Jamey Stegmaier.

First Place, National University Entrance Exam (Art Major), Iran | Jul 2011: Ranked 1st among 20,000 participants in Iran's nationwide university entrance exam for art programs.