Gameplay Programmer | Technical Game Designer

PROFILE

Address: Düsseldorf, Germany Email: y.farazan@gmail.com
Date of Birth: 14/04/1993

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

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.

■ 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 <u>Ubisoft Connect</u> 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 <u>Assassin's Creed Nexus VR</u>, including Al 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 Miniteam, 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, <u>Are You Smarter Than a 5th</u>
 <u>Grader</u> and <u>Oddsparks: An Automation Adventure</u>.

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 <u>Insight Heart</u>, 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 <u>Bingo Bean: Lucky Bingo Arena</u>, 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

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

<u>Live TV Tycoon</u>, 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 \mid 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.