

Usef Farahmand

Unity Game Developer | Technical Artist | Tools & Gameplay Programmer



Professional Summary

Unity Game Developer and Technical Artist with 6+ years of experience developing commercial games and interactive applications for Android, PC, Web, and VR platforms. Experienced in gameplay programming, UI architecture, editor tools, performance optimization, and technical animation. Passionate about building scalable systems, reusable tools, and polished player experiences.

Technical Skills

Game Engines	Programming
- Unity - Godot - Cocos Creator	- C# - JavaScript - TypeScript
Gameplay	Technical Art
- Gameplay Programming - AI - Save System - Localization - UI Architecture	- Shader Graph - Animator - URP - Technical Animation - VFX
SDKs	Tools
- Firebase - AppLovin MAX - GameAnalytics - REST APIs	- Git - Photoshop - Figma

Experience

Unity Game Developer & UI Developer

Apexia Soft

January 2024 – December 2024

Responsibilities	- Developed scalable UI systems for Unity applications. - Implemented interactive features for a 3D real estate visualization platform. - Designed and optimized client-server communication workflows. - Collaborated with designers and backend developers to deliver production-ready features. - Improved application performance and user experience through optimization and code refactoring.
Projects	Simulix (Windows) - Developed interactive UI for a real estate visualization platform. - Implemented apartment filtering and navigation systems. - Designed 2D and 3D floor plan interactions. - Integrated REST APIs and client-server communication. - Optimized application performance and usability.

Unity Game Developer & UI Developer

Unbound Game Studio

December 2022 – November 2024

Responsibilities	- Developed gameplay mechanics and game systems for commercial mobile games. - Implemented scalable and maintainable gameplay architecture. - Collaborated with designers and artists to deliver engaging player experiences. - Fixed gameplay issues and optimized project performance.	
Projects	Football Manager (Android)	- Developed gameplay systems and match management features. - Implemented AI-driven gameplay mechanics. - Designed reusable game systems for future expansion.
	Mr. Bean Solitaire Adventure (Android)	- Developed gameplay mechanics and UI features. - Implemented new game functionalities and improvements. - Optimized gameplay flow and fixed production issues.
	Risky Rope (Android)	- Integrated AppLovin MAX and GameAnalytics SDKs. - Optimized monetization systems. - Improved game stability and performance.
	Flying Teddy (Android)	- Implemented gameplay features. - Integrated advertising SDKs. - Optimized performance across Android devices.
	Sandwich Stack (Android)	- Developed gameplay systems. - Integrated analytics and monetization SDKs. - Optimized user experience and application performance.

VR Developer

Mobile Communication Company of Iran (MCI)

January 2024 – March 2024

Responsibilities	- Developed a virtual reality training simulator for Meta Quest. - Implemented interactive VR experiences and user interactions. - Optimized application performance for standalone VR devices. - Collaborated with stakeholders to create immersive training scenarios.	
Projects	VR Training Simulator (Meta Quest)	- Implemented VR interaction systems. - Developed immersive training environments. - Optimized frame rate and overall application performance. - Improved usability and interaction flow.

Unity Game Developer & Technical Artist

White Designers Studio

February 2021 – October 2022

Responsibilities

- Developed gameplay systems for Hyper Casual and mobile games.
- Built reusable Unity editor tools to improve development workflow.
- Implemented UI systems and technical animation solutions.
- Integrated third-party SDKs and optimized game performance.
- Worked closely with artists and game designers throughout production.

Projects

The Skatepark (Android)

- Developed core gameplay mechanics.
- Implemented character customization systems.
- Created technical animation workflows.
- Built reusable development tools.

Personal Projects

Last Flag (Android)

Status

Published
(Currently under major update)

Published Android tower defense game featuring scalable gameplay systems, custom enemy AI, procedural wave generation, weapon progression, and performance optimization.

Wild Guest List (web)

Status

Published

Multiplayer browser-based card game featuring modular gameplay architecture, AI opponents, responsive UI, and expandable rule-based game systems.

Education

Bachelor of Computer Engineering

Imam Reza International University

2018–2022

Languages

- **Persian** - Native
- **English** - Intermediate / Upper Intermediate

Soft Skills

- Continuous Learning
- Time Management
- Analytical Thinking
- Problem Solving
- Teamwork

Selected Technologies

Unity • C# • URP • Shader Graph • Git • Firebase • REST API • AppLovin • Figma