Usef Farahmand

Game Developer · Technical Artist · Gameplay & Tools Programmer

Remote — open to teams worldwide contact@useffarahmand.com useffarahmand.com
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PROFESSIONAL SUMMARY

Game Developer and Technical Artist with 6+ years of experience building commercial games and interactive applications for Android, PC, Web, and VR. Strong in Unity and C#, gameplay programming, UI architecture, editor tooling, SDK integration, and technical animation. Founder of the Jolly Panda game and app studio, currently also working in generative AI engineering.

EXPERIENCE

Rastaar Remote

Generative AI Engineer Oct 2026 – Present

- Building generative AI features and LLM-powered tooling as a Generative AI Engineer.

Jolly Panda On-site

Founder Jun 2026 – Present

- Founded Jolly Panda, a creative studio that designs and ships games and apps end to end, from creative direction to engineering.
- Lead the studio's team, product direction, and project planning across game and web products.
- Designed and built this bilingual (English/Persian) personal website with Next.js and TypeScript, including a typed content system that also generates this resume.

Game Developer Content Creator Jun 2024 – Present

- Write and publish articles on game development, game design, and the game industry, primarily on Medium and LinkedIn.
- Share technical breakdowns of my own tools, dev tips, and industry insights with the game dev community on Telegram.

Apexia Soft Remote | Dubai, United Arab Emirates

Unity Game Developer & UI Developer Jan 2024 – Dec 2024

- Developed scalable Unity UI systems for Simulix, a 3D real estate visualization platform for Windows.
- Implemented apartment filtering, navigation, and interactive 2D/3D floor plans.
- Integrated REST APIs and designed the client–server communication workflow with the backend team.
- Improved performance and usability through profiling, optimization, and refactoring.

Hamrahe Aval (MCI) Remote

Virtual Reality Developer Jan 2024 – Mar 2024

- Developed a virtual reality training simulator for Meta Quest in Unity.
- Implemented VR interaction systems and immersive training environments.
- Optimized frame rate and interaction flow for standalone VR hardware.

Unbound Game Studio Remote | İzmir, Türkiye

Game Developer Dec 2022 – Nov 2024

- Shipped gameplay mechanics and UI for commercial Android titles, including Mr. Bean Solitaire: Adventure.
- Built match management and AI-driven gameplay for Football Manager on reusable, expandable game systems.
- Integrated AppLovin MAX and GameAnalytics and optimized monetization across Risky Rope, Flying Teddy, and Sandwich Stack.
- Fixed production issues and improved stability and performance across a wide range of Android devices.

White Designers Studios On-site

Junior Technical Artist Feb 2022 – Oct 2022

- Technical Artist and Animator on The Skatepark Project: character creation, animation, and customization systems.
- Integrated art assets into Unity and built technical animation and VFX workflows.
- Built reusable Unity editor tools that streamlined the studio's art pipeline.

Game Intern Mentor Sep 2021 – Oct 2022

- Mentored the studio's game development interns on Unity, C#, and production workflows alongside my own development role.

Junior Game Programmer Apr 2021 – Mar 2022

- Developed Android games and playable ads with Unity and C#.
- Built the shooting and shopping systems for Nailer Mailer, the UI and shop for Balloon Boomer!, and the swap/hiding mechanics for Hide and Seek.
- Integrated third-party SDKs and optimized performance on mobile devices.

Game Programmer Intern Feb 2021 – Apr 2021

- Worked on gameplay programming and learned the studio's production workflow, including early work on the GT Racing playable ad.

SELECTED PROJECTS

Stand Tall
A strategic tower defense game for Android where players defend a symbolic cypress tree against increasingly challenging waves of enemies.
Unity · C# · Tower Defense · Data-Driven Design · Unity Localization · Easy Save 3

Choo Choo Pop
A railway puzzle game for kids where you draw one unbroken track from the entry tunnel to the exit, matching the number beside every row and column.
React · JavaScript · Vite · Capacitor · HTML Canvas · GitHub Actions

Mini Sumo
A multiplayer 3D sumo game for Android where two to four players push each other out of the ring in short, chaotic bouts, with computer opponents to practice against.
React · React Three Fiber · Three.js · TypeScript · Colyseus · Node.js · Vite · Capacitor · Multiplayer Networking · GitHub Actions

SKILLS

Game Development: Unity & C#, Gameplay Programming, Game Design, Game Systems, HTML5 Game Development, Cocos Creator, Godot, VR Development, Game Analysis, Game Research, Game Industry Analysis

UI/UX: Game UI Development, UX Design, Figma

Art: Technical Art, 2D Animation, Adobe Photoshop, Adobe Illustrator

Frontend: HTML, CSS & JavaScript, Web Game Development, TypeScript & Next.js

Tools: Game Services & SDK Integration, Git & GitHub

AI: AI-Assisted Development

Management: Project Management, Team Management

Content: Blogging, Technical Writing

EDUCATION

Bachelor of Science, Computer Engineering Sep 2018 – Jun 2022
Imam Reza International University
Programming teaching assistant during undergraduate studies; ICPC Asia Tehran Regional contestant (2018–2020).

ACHIEVEMENTS

- The 2020 ICPC Asia Tehran Regional Contest
- The 2019 ICPC Asia Tehran Regional Contest
- The 2018 ICPC Asia Tehran Regional Contest

LANGUAGES

Persian (Native) · English (Professional working proficiency) · Turkish (Elementary)