



21.09.1986

# BABAK ARZANI

## TECHNICAL ARTIST



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Permanent Finnish residence permit

I create worlds and stories for different media to create drama and communicate ideas that inspire, inform, or attract viewers. Those stories develop the overall layout for video games, interactive installations, and films.

### EXPERIENCE WITH TOOLS AND METHODS



UNITY GAME ENGINE



BLENDER SHADERS



UNITY SHADERS



3D DESIGN



INTERACTIVE INSTALLATIONS



ENVIRONMENT ART



### EDUCATION AND TRAININGS

2021-  
SOUTH-  
EASTERN  
FINLAND  
UNIVERSITY  
OF APPLIED  
SCIENCES

#### B.A GAME DESIGN

Part-time game design studies with an emphasis on 3D modeling, game mechanics and game design

2004 - 2009  
AZAD  
UNIVERSITY  
IRAN

#### B.S. COMPUTER ENGINEERING

Full time education in programming languages such as c++ and c#, and graphics

2010  
ARTEMISSZIO  
HUNGARY

#### THEATER COURSE

Five months theater course with an emphasis on forum and participatory methods

2009  
FILMSAZ  
IRAN

#### FILM EDITING PROGRAM

One year video editing program with an emphasis on language of cinema and editing software

### LANGUAGE SKILLS

#### ENGLISH



#### PERSIAN



#### FINNISH (B1.1)



### GAME DESIGN SKILLS

#### STORYTELLING



#### UNITY GAME ENGINE



#### LEVEL DESIGN



#### 3D DESIGN



#### ENVIRONMENT DESIGN



### TECHNICAL ART

#### SHADER



#### ANIMATION



#### LIGHTING



#### VFX



#### C#



After living in different countries, by the age of 30 I settled permanently in Finland. I speak and write English on an academic level, I have extensive experience of working in an international setting, deep intercultural understanding, team leading and meeting facilitation skills - and most of all, a sense of humour, which is hard to convey in a CV



## EMPLOYMENT

- 2023-2023**  
**DARK AMBER**  
**SOFTWAREWORKS**  
**HELSINKI**
  - **GAME DESIGNER**  
 As an intern, I was tasked in creating the lore and plot of the company's upcoming game.
- 2020-2021**  
**FREELANCE**  
**HELSINKI**
  - **VIDEOGRAPHER**  
 I provided my editing and color grading services for various employees from NGO sector to artists
- 2019 - 2020**  
**WHITEPOINT**  
**HELSINKI**
  - **VIDEO EDITOR/JR COLOR GRADER**  
 I mainly edited videos and color graded a few for several clients including YLE
- 2017- 2018**  
**GRUNDFOS**  
**HELSINKI**
  - **TECHNICAL WRITER**  
 I wrote down step by step product manuals for various consumers
- 2014 - 2016**  
**NOKIA**  
**BUDAPEST**
  - **COPYWRITER & MEDIA DESIGNER**  
 I created text and Rich Media content for various procedures and products
- 2013 -2014**  
**CEU**  
**BUDAPEST**
  - **VIDEOGRAPHER**  
 I filmed and edited videos for students and faculty at Central European University



## TRANSLATIONS

- 2013**  
**AFRAZ**  
**PUBLICATIONS**  
**IRAN**
  - **VERBATIME, VERBATIME**  
 Expedition in the world of British documentary theater by Steward and Hammond
- 2012**  
**PORSESH**  
**PUBLICATIONS**  
**IRAN**
  - **AN ESSAY TOWARDS A NEW THEORY OF VISION**  
 Berkeley's landmark philosophy essay about immaterialism



## ARTWORKS

- 2021**  
**YÖ,**  
**HELSINKI**  
**NYKYAIKA,**  
**TAMPERE**
  - **HELMENPUNOJA**  
 I wrote the scripts and edited videos For Mari Hokkanen's photography and video art exhibition
- 2019**  
**CAISA**  
**HELSINKI**
  - **IMMERSION**  
 I wrote the story, developed the mechanics, and designed physical and augmented elements for this Interactive Installation
- 2018**  
**M-CULT**  
**HELSINKI**
  - **BREAKFAST FROM THE PAST**  
 I co-taught and co-produced a workshop on how to use visual, sound and other sensory faculties to create installations
- 2018**  
**ÄÄNIAALTO**  
**HELSINKI**
  - **ÄÄNIAALTO III FESTIVAL**  
 I created an interactive media player for Asbestos gallery's music team
- 2016**  
**BANKITO,**  
**BUDAPEST**  
**NEPSZINHAZ,**  
**BUDAPEST**
  - **BALKAN ROUTE**  
 I used street theater and role playing techniques to design a game about migration
- 2014**  
**8GALLERY**  
**BUDAPEST**
  - **SANS PAPIER**  
 I co-designed and developed the story and mechanics for this Interactive Installation
- 2014**  
**VARIOUS**  
**FILM**  
**FESTIVALS**
  - **AN ESSAY REGARDING REFUGEES**  
 I Wrote, directed and edited this mockumentary about migration to Hungary. The movie was shown in Slovenia and Brazil to name a few venues
- 2013**  
**LABOR**  
**GALLERY**  
**BUDAPEST**
  - **SANS PAPIER**  
 I co-designed and developed the story and mechanics for this Interactive Installation