

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



3D DESIGN



BLENDER SHADERS



INTERACTIVE INSTALLATIONS



UNITY SHADERS



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

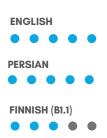
2009 FILMSAZ IRAN FILM EDITING PROGRAM

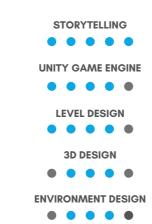
One year video editing program with an emphasis on language of cinema and editing software

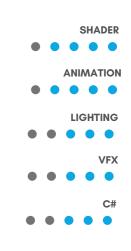
#### LANGUAGE SKILLS

#### **GAME DESIGN SKILLS**

#### TECHNICAL ART







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 SOFTWORKS 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

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

#### IMMERSION

CAISA HELSINKI

I wrote the story, developed the mechanics, and designed physical and augmented elements for this Interactive Installation

2018

#### **BREAKFAST FROM THE PAST**

M-CULT HELSINKI

I co-taught and co-produced a workshop on how to use visual, sound and other sensory faculties to create installations

2018

#### ÄÄNIAALTO III FESTIVAL

ÄÄNIAALTO HELSINKI I created an interactive media player for Asbestos gallery's music team

2016

#### BALKAN ROUTE

BANKITO, BUDAPEST NEPSZINHAZ, BUDAPEST

I used street theater and role playing techniques to design a game about migration

2014

#### SANS PAPIER

8GALLERY BUDAPEST I co-designed and developed the story and mechanics for this Interactive Installation

2014

#### AN ESSAY REGARDING REFUGEES

VARIOUS FILM FESTIVALS

I Wrote, directed and edited this mockumentary about migration to Hungary. The movie was shown in Slovenia and Brazil to name a few venues

#### SANS PAPIER

2013 LABOR GALLERY BUDAPEST

I co-designed and developed the story and mechanics for this Interactive Installation