



SUMMARY

With 4 years of industry experience, I've designed 9 commercial games by shaping ideas into cohesive directions, and then executing them to set new standards of quality design – all while spending minimal time iterating. I've further led 2 direct reports and have programmed 2 commercial games.



OBJECTIVE

After leveling up from business-driven games and moving to quality-oriented ones, I'm looking for new opportunities in the same vein. I am eligible to work in USA via my immigration visa.



SKILLS

Unreal Engine 5, Unity, Blueprints, C#, Miro, Confluence, Draw.io, Blender, Photoshop, Plastic SCM, GitHub, Jira, ClickUp, Word, Excel



WORK

Max Goldschwartz, Buenos Aires (Remote) – Game Design Consultant – (Apr 2023 - Present)

- Found the fun by prototyping game loops for a third-person, survival-exploration game – creating strong content
- Redirected efforts by setting design milestones – finishing the missing bits and tackling scope creep
- Innovated in systems by repurposing existing prototypes, forming the game's unique identity

Qloud Games (Contract), Sydney (Remote) – Senior Game Designer – (Aug 2022 - Jan 2023)

LOFTIA (AA, third-person, cozy, open-world, life-sim MMO – made in **Unreal Engine 5** – for Nintendo Switch & Steam)

- Built a framework (in **Miro**) to translate ideas into a set of 9 game loops – guiding the team throughout production
- Implemented encounter content for 4 life-sim activities through Unreal Engine Blueprint templates
- Designed the main, large-scale, co-op mission in a scalable fashion to handle varying amounts of players

Terafort, Islamabad – Lead Game Designer – (Jun 2021 - Dec 2022)

- Awards: Initiative Person of the Month (innovative Game Design Document for Mini Car Rush via **Milanote**)
- Led and mentored 2 designers through regular directions/feedback on delegated tasks

MINI CAR RUSH (Vehicular-based, endless-runner – made in **Unity** – for mobile)

- Documented executable specifications – from the high-level design all the way to live service – across all 25 categories, achieving 3x better launch key performance indicators than its prequel, Mini Car Racing
- Made enemy encounters more compelling by building a mix of cutting-edge procedural and hand-crafted content
- Enhanced player experience in 11 sub-features, through psychological effects and data-driven design

MAD SCIENTIST (first-person action-horror, puzzle game – made in **Unity** – for mobile)

- Functioned as a strike team member before launch and realigned the team towards the game's goals

MINI CAR RACING (Powerup-based, combat, kart-racing – and lane-based, endless-racing – made in **Unity** – for mobile)

- Expanded the static, on-rails AI system towards a dynamic, adaptive difficulty system – enhancing the feeling of a challenge

Terafort, Islamabad – Game Designer – (Aug 2020 - Jun 2021)

- Awards: 3x Best Performing Team (Month)

RACING FEROCITY (Path-based, endless racing – made in **Unity** – for mobile)

- Fleshed out live service features, boosting Play Store rating from 3.8 to 4.2 (across 100,000+ reviews)
- Designed a mini-boss mission by overhauling enemy AI, adding encounter dynamics, and structuring new combat
- Identified outdated systems as old as 2.5 years and advanced them, building cohesion in features

Self-employed – Game Designer – (Feb 2020 - Jul 2020)

- Implemented 3 gameplay abilities for **BEYOND THE VOID**'s (Movement-based FPS – team of 2 in **Unity** – for PC) in **C#**

Unity – Professional Training: Game Development – (Mar 2020 - May 2020)

- Developed 5 prototypes for the course CREATE WITH CODE LIVE - receiving hands-on experience with FPS, vehicles, systems engineering

Capital Brand Tech, Islamabad – Game Developer – (Oct 2019 - Jan 2020)

- Programmed **HUNTING SPREE**'s (2D, top-down, action shooter made in **Unity** – for mobile) via **C#**

HarvardX – Professional Training: Game Development – (Mar 2019 - Sep 2019)

- Learnt state-machine coding and the Entity Component System, boosting technical skills via the course GD50



HOBBIES

Exploring new adventure/indie games – playing competitive shooters – staying shredded and fit – attending game industry gatherings – animation and film shorts – learning about Japan – anime