

# LUQMAN AZEEM – Gameplay Designer

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With 5 years of designing games as a generalist, I'm eager to create experiences players cherish. In this time, I have worked on 9 commercial games, have rapidly accelerated to a lead position, launched my own indie game, and possess a versatile technical skillset that includes 5 engines and 6 coding languages.

Skills: **Unreal Engine 5, Unity, Game Maker, Blueprints, C#, Lua, Rust, Miro, Confluence, Draw.io, Blender, Photoshop, Plastic SCM, GitHub, Jira, ClickUp, Excel**

**Stealth Startup, New York City – Founding Game Designer** **JUL 2022 - PRESENT**

- Designed a unique set of boat controls alongside 7 themed levels and 7 enemies for TEARS DONT FALL, featuring 10 minutes of narrative content - incorporating feedback from 20+ playtests

**Freedman Design Institute – Professional Training: Game Design Course** **SEP 2024 - Dec 2024**

**Max Goldschwartz (Contract), Buenos Aires (Remote) – Game Design Consultant** **APR 2023 - May 2024**

- Redirected efforts and repurposed existing prototypes to tackle scope creep

**Qloud Games (Contract), Sydney (Remote) – Senior Game Designer** **AUG 2022 - JAN 2023**

LOFTIA (Third-person, cozy, open-world, life-sim MMO – made in Unreal Engine 5 – for Nintendo Switch & PC)

- Implemented placeholder encounters to identify friction across 4 activities through 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**

- Led and mentored 2 designers through regular directions/feedback on delegated tasks which included system design

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

- Drove all 25 design milestones – iterating and collaborating towards 3x better session metrics than its prequel
- Made enemy encounters more compelling by building a mix of cutting-edge procedural and hand-crafted content

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**

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

- Overhauled gameplay and designed content during live-service, boosting rating from 3.8 to 4.2 (across 100K reviews)

**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 Course** **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#