



daudnazary.com



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/in/daud-nazary/

PROFILE

Talented and communicative game designer with two years of experience in a creative yet deadline-driven environment. Seeking opportunity to apply and leverage my design-thinking skills to further grow as an experienced Game Designer.

RELEVANT EXPERIENCE

LEVEL DESIGNER | THUNDER

IMU STUDIOS INC, British Columbia CA

03/2023 - PRESENT

- Designed, and populated underground pit levels
- Outfitted levels with puzzles ranging from easy to moderate difficulty
- Coordinated alongside other level designers to ensure transition between pits are consistent and fluent

JR GAME DESIGNER | DEEP MISSION ONE

XR IMMERSIVE TECH, British Columbia CA

04/2022 - 08/2022

- Authored and assisted in creating GDD's for documentation of gameplay systems, features, and mechanics.
- Collaborated closely with the art, design and engineer teams
- Compiled and edited documentation for both team and individual leaderboard score values

LEVEL DESIGNER | IRIS

IMVR CANADA, Ontario CA

07/2020 - 08/2021

- Prototyped the environment, established the layout, greyboxed and populated level.
- Created level design that supports and improves core mechanics.
- Assisted in the testing of new features and tools developed by the technical level design team and provided them with relevant critical feedback.
- Designed and implemented real world spaces using VR

GAME DESIGNER | UNDATIO

MUSEUM OF NATURAL SCIENCE & HISTORY, Ontario CA

05/2018 - 08/2018

- Took an initial concept, created the vision, features, and game systems
- Conceptualized the 2 key phases of the game; logic and adventure. Prototyped gameplay features until both phases were fully realized in-engine.
- Utilized C# and Unity to create the animal behaviours, player controls, various levels, and the user interface.
- Successfully designed and integrated all core game mechanics over a 4 month period.

ACCOLADES

Finalist at Global
Game Jam
2016

Finalist at Sprint
Week
2015

High Honours
Art Fundamentals
2014

EDUCATION

BACHELOR'S DEGREE | GAME DESIGN

Sheridan College, Ontario CA
2015 - 2019

HIGH HONOURS CERTIFICATE | ART FUNDAMENTALS

Sheridan College, Ontario CA

SKILLS

UNITY

UNREAL ENGINE

C#

PLAYTESTING

PHOTOSHOP

MAYA

PROTOTYPING

MONDAY

GDD CREATION

GREYBOXING

GAMEPLAY BALANCING

DOCUMENTATION

GAME PLATFORMS