

HOSEIN MOHAMADIAN

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SUMMARY Creative and dedicated Level Designer with 4+ years of experience in designing and developing engaging levels. Proficient in Unreal Engine, with a strong eye for design and experience in environment art. Driven to create immersive and enjoyable gameplay experiences.

CAREER OBJECTIVE To join a team of like-minded individuals who are passionate about creating the best possible game, where I can utilize my skills to design and develop levels that players love to play and developers love to create.

EXPERIENCE

2018 – 2022

LEVEL DESIGNER, FAIRYSHIP GAMES

- Worked on "Testament: The Order of High Human"
- Designed and implemented:
 - Block-out for all objectives, ensuring optimal flow and pacing
 - Level mechanics, metrics, and pacing
 - Puzzles, enemy encounters, and spawn behaviors using Unreal Blueprint
 - Balancing of encounters and loot distribution
 - Contributed to environment art, adding depth and realism to game environments

2019 – 2021

SENIOR LEVEL DESIGNER, REVENANT GAMES

- Worked on "Shame Legacy"
- Designed and implemented:
 - Block-out for all objectives
 - Puzzles and level mechanics
 - Enemy encounters and spawn behaviors

EDUCATION

BA ARCHITECTURE, AZAD UNIVERSITY OF TEHRAN

SKILLS

- Level Design & Development
- Environment art
- Unreal engine 4/5
- Maya
- Unity
- Blueprint
- SketchUp
- Autocad

HOBBIES

- Play Violin
- Games
- Workout calisthenic
- Reading Books