



AHAZ SP

GAME DEVELOPER

PORTFOLIO

itsahaz.com

CONTACT

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PROFESSIONAL INFO

- 4 YEARS AAA DEVELOPMENT EXPERIENCE AS A LEVEL AND QUEST DESIGNER ON PC/CONSOLE GAMES
- HAVE EXPERIENCE COLLABORATING WITH ARTISTS, WRITERS, PROGRAMMERS, DIRECTORS AND FELLOW DESIGNERS TO ACHIEVE CREATIVE VISION ON TIME
- HAVE ENOUGH PROGRAMMING KNOWLEDGE TO COLLABORATE WITH TECHNICAL DESIGNERS AND PROGRAMMERS TO CREATE/DEBUG TOOLS
- CAN WORK WELL AND STRATEGIZE IN A TEAM AS WELL AS INDIVIDUALLY
- ABILITY TO COME UP WITH BALANCED, FUN AND UNIQUE GAMEPLAY MECHANICS, NARRATIVE AND LEVELS
- 7+ YEARS OF PERSONAL EXPERIENCE USING 3D GAME ENGINES
- TONS OF EXPERIENCE PLAYING GAMES SPANNING ACROSS VARIOUS GENRES

PROFESSIONAL EXPERIENCE

GAME DEVELOPER

DOODLEBLUE INNOVATIONS
MAY 2018 - OCT 2019

LEAD - TECHNOLOGY TEAM

FLIPSPACES TECHNOLOGIES
NOV 2020 - SEPT 2022

QUEST AND LEVEL DESIGNER(PC/CONSOLE)

UBISOFT
OCT 2022 - PRESENT

!KINDLY REFER TO MY PORTFOLIO LINKED ON THE LEFT FOR DETAILED INFORMATION ON MY ROLES AND RESPONSIBILITIES!

EDUCATION

BACHELOR OF SCIENCE, MAJOR IN GAME DEVELOPMENT

ICAT DESIGN AND MEDIA COLLEGE | 2015 - 2018

SKILLS

- | | |
|---|------------------------------------|
| • Quest Design - Pitching narrative to final implementation | • Unity 3D |
| • Game and Level Design | • Unreal Engine |
| • Can work with and develop upon existing systems | • Adobe Photoshop |
| • Excellent english writing skills | • Autodesk 3ds Max |
| • C#, C++, Python | • Adobe Premier Pro/ After Effects |

HOBBIES AND INTERESTS

VIDEO GAMES

FILM AND TV

READING

SCIENCE