

BAQIR SHAH

Senior Level Designer | Lead Level Designer

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📍 Houston

SUMMARY

- Experienced Level Designer with over 11 years in the game industry on F2P Mobile, AR, VR, and AAA games.
- I've demonstrated a proven track record of creating immersive and engaging game environments.
- Proficient in utilizing industry-standard design tools and possessing a deep understanding of game mechanics, pacing, and player experience.
- Adept at collaborating with cross-functional teams to bring creative visions to life, while consistently meeting project timelines and quality standards.
- Strong problem-solving skills and a passion for pushing the boundaries of interactive storytelling.

SKILLS

Unity 3D · Unreal 4/5 · Blueprint · C# · Perforce · Github · Maya · Photoshop · Illustrator · Jira · Confluence · Level Design · Cinematic Design

KEY SKILLS

Unity 3D



Unreal



Blueprint



C#



AWARDS & RECOGNITION

📖 Forbes 30 Under 30 2023

📱 Indie Prize Nominee 2014

🏆 Intel IDF Showcase

EXPERIENCE

Senior Level Designer

05/2023 - 01/2024

Lost Boys Interactive | Gearbox Software

Remote

- **Unannounced Title:** Worked in collaboration with Gearbox & led a development pod on an assigned zone for an unannounced title.
- Led efforts for level layouts, combat encounters, special moments as well as visual points.
- Collaborated with producers, leads, artists, engineers and project managers to help ensure the team met deadlines and completed milestones on time
- Worked with stakeholders at Gearbox to ensure our work was fulfilling the vision of the IP as well as the narrative beats of the game
- **Design Research team:** Worked on researching tools, processes and mechanics to create a skeleton project teams could use to start new projects coming up
- Prototyped level layouts using tools provided by tech designers for example project
- I researched the modeling and level design tools in Unreal Engine 5 that we could use and improve upon with the help of engineers.

Lead Level Designer - Life is Strange DE

10/2021 - 04/2023

Deck Nine Games

Remote

- Directed Level Design and led a small team of level designers on Life is Strange Double Exposure.
- Helped build greyboxes for all the spaces of the game in less than 8 months letting the team test narrative beats before art implementation.
- Collaborated with writers and narrative designers to ensure the spaces we were building fit with the script as well as accounted for all gameplay moments that were planned for the level.
- My level design team spearheaded cinematic prototyping. We did blockouts of cutscenes and camera work using proprietary tools before the cinematic artists came to do the final pass.
- Provided mentorship and guidance junior designers as well as training sessions on how to improve their skillsets. Helped advance and promote my team up with promotions after they accomplished their goals.

Senior Designer | Level Design Lead

10/2019 - 10/2021

Imangi Studios


Raleigh NC

- **Unannounced Title:** Principal level designer helping to define the level design vision of the game.
- Developed level design prototypes for the team over the years showcasing concepts from basic gameplay to complex design scenarios that helped determine the creative direction of the design
- Helped determine level design metrics regarding size, scale and length of environments
- Spearheaded the development of the level design tools at the studio to help with development for current and future projects.
- Helped design procedural generation systems for creation of unique level design
- Led and mentored the design team and helped ensure we met our milestone goals and hit the finish line in time.
- Pitched design and game concepts to leadership to determine the vision of the game
- **Temple Run 2:**
- Provided design feedback to the Temple Run 2 team for the Enchanted Palace Map and the Christmas Map
- Took part in play tests to help document bugs or any design issues noticed
- Helped provide solutions to any level design issues to the team while those maps were in development.

KEY ACHIEVEMENTS


 I have designed games for almost every major genre and platform in the industry.


Over the course of my 11 years in games I have had the opportunity to work on AAA, mobile, AR, VR, & Edutainment games. This provides me with a unique perspective when tackling day to day design problems.


 Projects I have worked on have brought in millions of players.


I'm very proud of having worked on some of the biggest games and IP's in this industry which is enjoyed by hundreds of millions around the world.


SHIPPED TITLES


 Life is Strange DE
2024
Xbox, PS5, PC


 The Video Game Show
2022
Tilt Five AR

 Temple Run 2
2020 - 2022
iOS, Android





 Fortnite
10/2019
Console, PC, Mobile

 Justice League VR
12/2017
Console, PC, Mobile

 The Sandbox Evolution
2016
iOS, Android, PC

 Snapimals
2015
iOS, Android

LANGUAGES

English	Native	
Urdu	Proficient	
Hindi	Advanced	
Arabic	Intermediate	

EXPERIENCE

Level Designer - Fortnite 07/2019 - 10/2019
High Voltage Software New Orleans LA

- Worked in collaboration with Epic Games on Fortnite.
- Built the level design of the Save the World PvE mode.
- Did Level Design for the dungeon game mode in STW. Built dungeon levels utilizing a modular level design system in Unreal 4.
- Designed innovative spaces for base game POI's and landmarks in Stonewood and Plankerton.
- Frostnite: Assisted with POI creation on Frostnite 2019.

Senior Designer 01/2018 - 06/2019
BitLoft Remote

- Senior Designer on an educational game called The Crystal Core.
- Managed the design team and led the execution of level design on the game.
- Led level design efforts with world building and implementing gameplay.
- Helped build over 150 levels utilizing modular level design techniques.
- Communicated goals and progress to lead designer on a daily basis.
- Worked with programming team and prototyped designer tools for cinematics and gameplay in Unity to ensure they met design team needs.
- Animated cameras and scripted cinematic events.

Technical Level Designer 07/2017 - 12/2017
Method Studios Santa Monica CA

- **Justice League VR:**
- Collaborated with Method EXP, DC and Warner Bros on Justice League VR.
- Aquaman: Created level layouts, and scripted the combat system along with balancing gameplay and scoring.
- Batman: Designed and implemented level collision and respawn system for the Bat mobile and level environment.
- Wonder Woman: Assisted in implementing level collision and adjusting nav mesh for enemy AI.
- Prototyped designs for a custom rumble system that worked across multiple VR platforms and implemented it into the Aquaman, Batman and Superman levels.
- Assisted Audio and UI team with setting up loading screens in Unity and implementing localization of over 10 languages for all in game dialogue and text.

Game Designer 01/2017 - 06/2017
castAR Salt Lake City UT

- **The Video Game Show (Re released under Tilt Five)**
- Worked with internal studio Eat Sleep Play to develop new AR games and experiences.
- Game Design: Helped create unique game designs and mechanics to showcase the castAR system.
- Level Design: Did level layouts and scripted gameplay sequences for mini-games
- Systems Design: Created unique gameplay systems for progression, rewards, and multiplayer.

Principal Designer 02/2013 - 02/2017
Bakershah Games San Francisco CA

- Designed a 3rd person action adventure RPG available on Steam.
- Designed level environments, game systems, and gameplay along with set dressing, NPC placement, AI scripting, and quest design.
- Used design to help push narrative forward.
- Developed all the cutscenes for the game.
- Animated and scripted camera events and sequences using C# and Unity's legacy animation system.

Level Designer 02/2016 - 01/2017
Pixowl Remote

- **The Sandbox 2 Evolution:**
- Designed over 20 levels over the course of the game's development all ranging from standard platforming levels to unique and interesting puzzle experiences.
- Collaborated with Sony and designed Ghostbusters levels during a promotion for the movie in the Ghostbusters DLC pack.
- Collaborated with Bandai Namco to add Pacman into our game.
- Prototyped editor tools and levels for the Pacman DLC.

INTERESTS & HOBBIES

 Games Workshop

 Cinema

 Modding

 Cigars Aficionado

 Pro Wrestling

EXPERIENCE

Level Designer (Intern)

12/2013 - 05/2014

[BebopBee, Inc](#)

San Francisco CA

- Snapimals: Worked on the initial level design and mechanics for Snapimals out on iOS, and Android.
- Designed level layouts and prototyped different AI systems for animal NPC's.
- Helped develop one of the first prototypes of the game to show investors.

EDUCATION

Associate of Arts AA in Game Development

12/2016

[Academy of Art University](#)