SUMMARY

Game Designer specializing in gameplay design, level design and cinematic/storytelling. 10 years in the game industry working as a designer on F2P Mobile, AR, VR, and AAA games.

Shipped Titles:

Temple Run 2 iOS, Android)
Fortnite (PC, Xbox One, PS4)
The Crystal Core (PC)
Run Pumkiun Run (iOS, Android)
Justice League VR (PC, Console, Mobile)
Hero (Steam)
The Sandbox 2 (Mobile, Steam)
Snapimals (iOS, Android)

SKILLS

Game Engines:

- Unity
- Unreal Engine 4
- Cry Engine

Mod Tools/Level Editors:

- Bethesda Skyrim Creation Kit
- DOOM SnapMap Editor
- Halo 5 Forge Editor
- Age of Empires II Editor

Scripting Languages:

- Javascript
- Unreal Blueprints
- C#

Modeling:

- Maya
- Sketchup

Version Control:

- Github
- Perforce
- Source Tree

Project Management:

- JIRA
- Trello
- Asana

Adobe:

- Photoshop
- Illustrator
- After Effects
- Premiere

Baqir Shah (Baq)
DESIGNER

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EXPERIENCE

Lead Level Designer   (Oct 2021 - Present)
Deck Nine Games - Unannounced Game

- Directing Level Design and leading the Level Design team on a unannounced project.

Senior Level Designer   (Oct 2019 - Oct 2021)
Imangi Studios - Temple Run 2/ Unannounced Game

- Leading Level Design on a new project.

- Developed many 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.

- Spearheaded the development of the level design tools at the studio.

Level Designer   (Jul 2019 - Oct 2019)
High Voltage Software - *Fortnite*

- Worked in collaboration with Epic Games on Fortnite.
- Helped to build the level design of the Save the World PvE mode.
- Was brought on to help release the dungeon game mode in STW. Built dungeon levels & POI's utilizing a modular level design system in Unreal 4.

Senior Level Designer (Consultant)   (Sep 2018 - Jun 2019)
BitLoft - *The Crystal Core*

- Senior Designer on an educational game called The Crystal Core.
- Managed the design team and led the execution of level design.
- Led level design efforts with world building and implementing gameplay. Helped build over 150 levels utilizing modular level design techniques.

Technical Level Designer (Consultant)   (Jul 2017 - Dec 2017)
Method Studios - *Justice League VR*

- Worked with DC and Warner Bros on Justice League VR. Helped ship it on a tight deadline for the movie release.
- **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 Batmobile and level environment.
- Designed a custom rumble system that worked across multiple VR platforms.

Game Designer (Consultant) (Jan 2017 - June 2017)
castAR - *The Video Game Show*

- Worked with internal studio Eat Sleep Play to develop new AR games and experiences
- Game Design: designed unique game mechanics to show off the castAR system.
- Did Level Layouts and scripted gameplay sequences for mini games.

Level Designer (Feb 2016 - Jan 2017)
Pixowl Games - *The Sandbox Evolution*

- Designed new levels week to week for players for new campaigns and game modes.
- Worked with Sony and designed Ghostbusters levels during a promotion for the movie in the Ghostbusters DLC pack.
- Worked with Bandai Namco to add Pacman into our game. Prototyped editor tools and levels for the Pacman DLC.

Principal Game Designer (Feb 2013 – Feb 2017)
Bakershah Games - *Hero*

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

Level Designer (Intern) (Jan 2014 – Apr 2014)
Bebopbee Inc. - *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.

EDUCATION

Associate of Arts (2013 – 2016)
Academy of Art University - *Game Development*

- Game Development major specializing in game/level design and cinematic's.
- Honed my craft and created many prototypes and levels for different genre's of games.

VOLUNTEERING

Assistant Organizer (Sep 2015 – Present
SF Game Developers Monthly Meetup Group

- Host a monthly meetup networking event in downtown San Francisco.
- Organized a game night event sponsored by Microsoft where developers could display their game and network.
- Partnered with UBM to provide perks and discounts to our members for GDC and VRDC.
- Link to our page: http://www.meetup.com/sfgamedevelopers/