

Nawaf Bahadur

Technical Level Designer



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Portfolio: <https://NawafBahadur.com>

Profile

Friendly technical LD with experience working in multi-disciplinary teams. Comfortable with scripting, 3D software, and learning new tools. Good understanding of game theory. Passion for player psychology. Experience creating game design documents and integrating levels, from creating paper prototypes to making them in Unity, Unreal, and in-house editors.

Accomplishments

- Selected as a finalist for Ubisoft NEXT twice in the level design category. Created FPS and third-person levels that successfully allowed the player to approach using any playstyle based on Ubisoft's '360' approach to level design. Created scripted cinematic sequences and puzzles using Unreal 4 and Blueprint.
 - Designed and integrated over 70 multiplayer levels with story elements, including a 100+ asset list, for Riverbond by Cococucumber. The game officially released to Xbox One, PS4, and Switch in 2019.
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Skills

- Comfortable with Unreal 4 Blueprint visual scripting and in C#.
 - Experience in level design, 3D software, Photoshop, UE4, & Unity.
 - Eager to make my work shine from early greyboxing until release.
 - Experience in working with diverse disciplines & personalities.
 - Experience in participating in agile sprint planning, estimation, and review processes.
 - Ability to proactively self-reflect and improve myself and my process
 - Ability to digest feedback, break that feedback into tasks, and quickly iterate in engine
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Tools I Use



Unity, PowerPoint, C#, Photoshop, Blender, Unreal 4, Blueprint, Visio, Excel/Sheets

Relevant Experience

Level Designer (Contract)

Nov 2019 – March 2020

Hero Star – Light Beach Games

Created and maintained the metrics for an online multiplayer vehicle combat game, which allowed the team to work more effectively within the rapidly changing game design.

Created several level design tests in Unity to explore the level design language.

Succeeded in getting team buy-in for the more structured level design process within the rapidly changing game design.

Technical Level Designer (Contract)

Aug 2019 – October 2019

Dune Sea – Frolic Labs

Created content at the end of the production cycle to make sure the game releases on time. Populated end-game levels. Storyboarded, and built, game cinematics using Unity Timeline and Cinemachine. Designed and created vector art for Steam achievements.

Junior Level Designer (Internship)

Jan 2017 – April 2017

Riverbond – Cococucumber

Designed levels for the story campaign for a great single-player and co-op experience. Took work from concepts and paper designs to digital implementation. Levels became a template for new levels.

Outlined enemies, NPCs, boss fights, and a 100+ item asset lists for the levels in docs.

Volunteer Work

Hand Eye Society Ball, Game Curious, Wordplay, etc.

2015 – (CURRENT)

Volunteer

Helped at various events as a volunteer at front desks, game showcasing, as coat check at fundraisers, taught disadvantaged kids to make games, etc.

Education

Intro to French Levels A.1, A.2, & A.3

2018 – 2019

Alliance Française Toronto, Oakville, ON

Honours Bachelor of Game Design

2014 – 2018

Sheridan College, Oakville, ON

Creativity and Creative Problem-Solving Certificate

2014 – 2018

Sheridan College, Oakville, ON