

Nawaf Bahadur

Level Designer

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Education

Honours Bachelor of Game Design

Sheridan
College, Oakville, ON

2014 – 2018

Alliance Française

Level A.1, A.2, & A.3

2018 – 2019

Tools I Use

- Unity, C#
- PowerPoint
- Photoshop,
- Unreal 4, Blueprint



References available on request.

Friendly Level Designer with extensive experience working in multi-disciplinary and remote teams. Experienced in collaborating on the development of maps with Art, Programming and Design teams. Comfortable with using a large variety of tools and scripting. Passion for Architectural Psychology. Experience using Unity and Unreal.

Skills

- Experience creating maps in realistic and fantasy settings.
- Conceptualized multiple core missions for an immersive team-based single-player story.
- Experience pitching maps and getting buy-in from stakeholders.
- Ability to digest feedback from multiple sources and quickly iterate.
- Experience collaborating with art for level asset production.
- Experience directing a group and delegating tasks.

Work Experience

Level Designer (IC5 - mid-senior level)

Jan 2021 – April 2023

Onward – Downpour Interactive – a Meta/Oculus first-party studio

- Researched locales for game maps with a realism design focus.
- Collaborated with writers to concept narrative sequences and mission beats.
- Blockout concept maps for future multiplayer content.
- Built maps to showcase and test new mechanics with designers.
- Collaborated with programmers and designers to create new tools.

Contracting: Level Designer

2019 – 2020

Dungeons of Edera – Monster Tooth

- Created a modular map design language that can be replicated to speed up module production. Created 48+ modules.

Hero Star – Light Beach Games

- Created metrics to enable the team to work more effectively within the rapidly changing design.
- Succeeded in getting team buy-in for the more structured level design process within the rapidly changing game design.

Dune Sea – Frolic Labs

- Assisted at the end of the production cycle to help release the game on schedule.
- Built game cinematics using Unity Timeline and Cinemachine.
- Designed and created vector art for Steam achievements.

Internship: Junior Level Designer

Jan 2017 – April 2017

Riverbond – Cococucumber

- Designed 3h worth of levels for the story campaign for a single-player and co-op experience.
- My design concepts became a template for new levels.
- Outlined enemies, NPCs, boss fights, and a 100+ item asset lists.