

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

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



References are available on request.

Friendly Level Designer with extensive experience creating MP and SP levels. Experienced in collaborating with multi-disciplinary teams to bring maps from paper to release. Comfortable with using various tools and scripting, such as Unity & Unreal. Passion for Architectural Psychology. Dry sense of humor.

Skills

- Creating immersive **narrative missions** for a cinematic single-player story.
- Experience designing for **realistic and fantasy** settings.
- **Collaborative mindset** with other departments (Art, programming, etc.)
- Great sense for **architecture and composition** of space.
- Experience **prototyping** maps/features and getting stakeholder **buy-in**.
- Ability to **digest feedback** from varied sources and **quickly iterate**.
- Take maps from **sketches to release**, like lighting & physics optimizations.
- Strong sense for **consistency with vision** and pillars.

Work Experience

Level Designer

Sept 2023 – Nov 2023

Sulala – Jahanamia Game Studio

- Create a 2-hour campaign map for the 3rd person horror game in **Unreal**.
- Launched their **level design pipeline** that connected with Devs and GDs.
- **Mentored** designers to incorporate level design principles into future work.

Level Designer (IC5 - mid-senior level)

Jan 2021 – April 2023

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

- **Researched** locales for game narrative with a realistic design focus.
- **Blockout** maps for **cinematic single-player** campaigns.
- Actively sought and **fixed problems in our pipeline** and UX.
- **Prototyped** with programmers and designers to create new mechanics.

Level Designer

Aug 2019 – Dec 2020

Dungeons of Edera – Monster Tooth

- Created a **modular map design language** to speed up module production.
- Created 48+ procedural modules in 4 months for 3rd person built in **Unreal**.

Hero Star – Light Beach Games

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

Dune Sea – Frolic Labs

- **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 3 hours' worth of levels for the co-op story campaign in 4 months.