

Nawaf Bahadur

Game & Level Designer



nawaf.bahadur@outlook.com | 905-599-5540 | Portfolio: <https://NawafBahadur.com>

Profile

Hardworking designer with experience working in multi-disciplinary teams. Comfortable with scripting, 3D software, photo editing, and learning new tools. Good understanding of game theory. Passion for player psychology. Learn new tools quickly. Experience creating game design documents and levels, from paper prototypes to implementing them in Unity and Unreal.

Relevant Accomplishments

- Designed campaign levels, including their respective asset lists, and NPC/Enemy outlines in 4 months for Riverbond by Cococucumber. It came out on Xbox One, PS4, and Steam in 2019.
 - Won 3rd place Ubisoft's NEXT 2019 competition in level design. Created an FPS level that successfully allowed the player to approach using any playstyle based on Ubisoft's '360' approach to level design.
 - Showcased games at Toronto Comic Art Festivals in 2016 & 2017 that were popular with kids and families.
-

Skills

- Experience working with many disciplines & personalities.
 - Experience designing levels with teaching, pacing, narrative, sightlines.
 - Experience designing mechanics using 3Cs.
 - Comfortable with scripting interactive objects and behaviors in Blueprint and Unity C#.
 - Ability to create roughed-in models and UI elements for greyboxed levels & mechanics.
 - Ability to iterate until work exceeds expectations.
-

Tools I Use



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

Relevant Experience

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 in Unity, game cinematics for the beginning and end of the game using Timeline and Cinemachine. Designed and created vector art for Steam achievements.

Game Designer, Producer (College)

Sep 2017 – April 2018

Critterbox – Mindwax Games

Created mechanics and levels that suit the game's single-player Pikmin-styled mechanics.

Coordinated a multidisciplinary team of 7 people to create a game that meets the design goals for a teen target demographic. Administrated and planned agile sprints with the team.

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 an item asset lists for the levels in docs and kept them up to date based on given specs.

Volunteer Work

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

2015 – (CURRENT)

Volunteer

Engaged visitors at booths and front desks at various events in the GTA. Helped install computer hardware at annual Ball every year. Taught kids game making at summer camps.

Education

Honours Bachelor of Game Design Degree

2014 – 2018

Sheridan College, Oakville, ON

Creativity and Creative Problem-Solving Certificate

2014 – 2018

Sheridan College, Oakville, ON

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

2018 – 2019

Alliance Française Toronto, Oakville, ON