

# Konan Murad

Level Designer



(+46) 0700439307



konan.maher@gmail.com



<https://konanmurad.com/>



[linkedin.com/in/konan-murad](https://www.linkedin.com/in/konan-murad)

## Education

Graduation is June 2022

### Changemaker Educations

YH: 400

Stockholm, Stockholm län

User Experience Design Candidate

### Relevant Coursework

- UX and Game Thinking · Business development
- Game design
- Gamification and game psychology
- Analytics, SQL, and statistics
- Agile project methodology
- Service Design
- ARG - Alternate reality game
- Rapid Prototyping
- User research and User Testing

### Additional skill list

- Game Development – UE5, Unity
- Figma - Prototyping
- Adobe XD - Prototyping
- A/B Testing
- Trello - Kanban/todo lists
- Miroboard - Brainstorming, workshops, and sprints

## Career Objective

Results-oriented User Experience Designer major (400 YH) currently attending Changemaker Educations. Aiming to leverage a proven knowledge of game development, end-user research, and level design skills.

Frequently praised as hard working by my peers, I can be relied upon to help your company achieve its goals

## Experience

### Level Designer

Brackeys Game Jam, Stockholm | Feb 2022 - Feb 2022

- Created 4 game puzzles in Unreal Engine 4 for a top down 3D puzzle collecting game,
- Created blueprint timer for spike traps, scoring, and saving system. Cel shader, character animations, and blender geometry modelling
- Created a structured plan for a game project that would take 1 week to develop by using Miroboard and Trello/Kanban.
- Managed a team of 7. Composed of programmers, level designers, sound designers, 3D artists, and a composer. I also managed the git repository

### Level Designer

Global Game Jam 2022, Stockholm | Jan 2022 - Jan 2022

- Worked in a team of 7 that was organized by Forsbergskolan in Stockholm. Created a concept idea for an endless 2D top down game with team members using Miroboard and a 48-hour plan for the jam, start to finish.
- Created 1 low fidelity map design in Figma based on the programmer's decisions on how the mechanics would work.
- Created 1 2D high fidelity prototype in Unity with assets provided by the 2D artist. Conducted 2 user tests and improved design based on feedback
- Created 2 particle systems, 1 playable map, environmental design, and a scoring system.

## Projects

### Level Designer

Stormfoot Catacombs, Stockholm | Apr 2022 - Apr 2022

- Recreating Stormfoot Catacombs from Elden Ring in UE5. The methods and tools I used were UE5 new geometry tools, procedural generated stairs, brainstorming, moodboard, low fidelity sketches, mid and high fidelity game engine concepts.
- Created blueprint for a door puzzle, once interacted with the door it would open. I also created a dynamic mesh actor to procedurally generate stairs for my level.

- *Spark Lens Studio - AR development*
- *Visual Studio Code - CSS, HTML, JavaScript, C#*
- *Analytics – Google and Hotjar*
- *Business Development*
- *English - Business level speaking, reading, and writing*
- *Swedish - Business level speaking, reading, and writing*

- Under 7 days, I created a blockout of the level with color coding assets, calculating the level's width, height, and depth. I also designed static meshes inside of unreal engine 5 instead of using Blender or Maya.

### **Level Designer**

Speed Level Design 2022, Stockholm | Apr 2022 - Apr 2022

- Built an open world demo environment in unreal engine 5. A free playable level with a git repository, ready to be used in any game project.
- Based on the Souls game, Elden Ring. Created a level and environment that utilizes big open space for a boss fight with megascan assets
- Recreated a scene from berserk into a level, Guts vs Zodd with a documentation video showcasing work progress. Successfully made a playable level in 2 days, under 18 hours.

### **Level Design**

Open World Demo, Stockholm | Dec 2021 - Jan 2021

- Worked with creating a good player progression and player experience based on level design methodologies in UE4.
- Designed an open world map based on concept, flow chart, level layout, and difficulty chart.
- Created player movement, animation, enemy dummies, and player damage system using blueprints.
- Writing documents, one-pager, world design document, and a game design document about the game and intended game elements such as core-loop, main, and secondary game mechanics.

### **Game Designer**

Rhythm Game, Stockholm | Apr 2021 - Mar 2021

- Created a rhythm game in Unity with auto generative music notes based on BPM.
- I also programmed in C# hit events with particle system explosions, losing and winning events, and a UI Menu.
- Level designed map based on the game beat saber. There is a standing character with a sword, an attack animation with hit events, and only one character to score points within 4 notes positions.