Konan Murad

Intermediate Level Designer

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Education

Graduated June 2022

CME, YH: 400
Stockholm, Stockholm län
UX Design Candidate

Relevant Coursework
- *UX and Game Thinking · Business development*
- *Agile project methodology*
- *Rapid Prototyping*
- *Game design*
- *Gamification and game psychology*
- *User research and User Testing*

Additional skills

- *Figma*
- *A/B Testing*
- *Trello*
- *Brainstorming*
- *workshops and sprints*
- *Visual Scripting*
- *Data analytics*
- *Game Development*
- *Blockchain*
- *English - Business level*
- *Swedish - Business level*

Career Objective

Passionate generalist Level Designer driven to create captivating gaming experiences. With a comprehensive 1 year of experience, including 7 months of immersive personal projects and game jam participation, I'm eager to apply my skills in game scripting, level design, and user experience to excel as an Intermediate Level Designer. Recognized for my strong work ethic and team-friendly approach, I'm excited to contribute to your team's ongoing achievements.

Experience

Gameplay Designer
Walker Labs, Stockholm | Nov 2022 - Present
Designed, oversaw and implemented various levels, system, interactions for Walker World and an unannounced game. Led a team of 1 junior level designer and was in charge of onboarding new team members with UE.

- Designed and led the creation of a TPS blockout for a dynamic level, optimizing prop placement and objectives to enhance player engagement and tactical gameplay.

- Developed versatile level designs, serving both commercial presentations and investment pitches, showcasing adaptability and vision.

- Created a destruction system workflow in Unreal Engine 5, enriching gameplay realism and immersion.

- Collaborated on developing a chaos harvesting point system for commercial use, exploring innovative gameplay mechanics.

- Engineered and tested a planting system using data tables, contributing to gameplay mechanics exploration and refinement.

- Addressed engine errors within the game, ensuring smooth functionality.

- Created and provided built versions of the game for testing, facilitating adequate quality assurance and iteration processes.

Project Manager & Level Designer
Brackeys Game Jam, Stockholm | Feb 2022 - Feb 2022

- Created a structured plan for a game project that would take 1 week to develop using Miroboard and Trello/Kanban.

- Managed a team of 7. Composed of programmers, level designers, sound designers, 3D artists, and a composer.

- Created 4 games puzzled in Unreal Engine 4, character animations, Cell shader, Scoring, and saving system.

Certifications

Udemy Level Design
Udemy UE Game Design

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 the 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.