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| |  | | --- | | **Roozbeh Madanipour** | | |  | | --- | | **Contact** | | **Cell:** (647) 523 6476  **E-mail :** [roozbeh7@hotmail.com](mailto:roozbeh7@hotmail.com)  **Address:** 61 Mayvern Cres.Richmond Hill,  ONCanada, L4C5J6 | |
| |  | | --- | | **Career Objective** | | Talented and communicative Level Designer with 12+ years of experience in a creative and deadline-driven  environment with 8 (6 AAA) titles shipped. Eager to join a reputable company as a Senior Level Designer. | | |
| |  | | --- | | **Skills** | | Game Engines (Hammer, Unreal, Dunia, Anvil Next, Disrupt, Source, Snowdrop), Jira, Perforce, Confluence,  Domino, Kismet, 3DS Max, Photoshop, Face Poser, Atlas, Oasis, MS Office, Certified Scrum Product Owner   |  |  |  | | --- | --- | --- | | **Creative** | **Knowledgeable** | **Dependable** | | Specialized in designing immersive first and third person shooter worlds. Able to produce high quality, balanced, and fun levels and missions | Extensive experience in creating level design & research documents, top down planning, grey blocking, prototyping, scripting, mission designing, and debugging for triple A games | Follows creative direction precisely and capable of working autonomously and as part of a team. Able to meet deadlines consistently and organize priorities | | | |
| |  | | --- | | **Work Experience** | | |  |  |  | | --- | --- | --- | | **Ubisoft, Toronto, Canada** | | **Full-Time** | | **Level Designer & Mission Designer** | **September 2011 to Present** | | | * Delivered Watch Dogs 3 as a World Designer of London (Bloomsbury, Regent’s Park, Marylebone) and spearheaded all of its key location designs, AI setups, puzzles, and class specific level progressions * Delivered Watch Dogs 2 as a World Designer (Silicon Valley area) and also implemented reach puzzles * Managed as the main Open World Designer on Farcry Primal and mentored two Jr. Level Designers * Worked as a Mission Designer on Assassin’s Creed Unity’s side content missions * Was the Level Designer of Splinter Cell Blacklist’s ‘American Consumption’ Chicago map * Collaborated as a Level and Mission Designer on the early multiplayer version of Rainbow Six Siege * Cooperated closely with Directors, Leads, Project Managers, Level Artists, Texture Artists, Modelers, Game Designers, Concept Artists, Programmers and QA/QC Testers for requests, quality improvements, bug fixing, problem solving, and feature implementations | | | | **Bedlam Games, Toronto, Canada** | | **Full-Time** | | **Jr. Game Designer** | **November 2010 to August 2011** | | | * Updated Game Design Documents, conducted focused testing, bug fixing, and balancing items & heroes for the Dungeons & Dragons: Daggerdale game * Created low-poly models of weapons, and environments for an ambitious unannounced triple A game * Designed levels using the UDK engine, and helped with environmental art refining | | | | **Quickplay Media, Toronto, Canada** | **Full-Time Term Contract** | | | **Quality Assurance & Level Designer** | **October 2006 to April 2007** | | | * Worked with Developers and the Project Director on the Discovery Channel game ‘Race to Mars’ * Participated in terrain design, quality testing and giving suggestions for improvements * Organized and prioritized bugs and comments in an online database | | | | | |
| |  | | --- | | **Education** | | |  | | --- | | **Post Graduate Certificate in Game Design and Development** **2006 to 2007**  George Brown College, Toronto, Ontario, Canada  **Advanced Diploma in Graphic Design**  **2003 to 2006**  George Brown College, Toronto, Ontario, Canada  **Visual Arts Certificate 2002 to 2003**  George Brown College, Toronto, Ontario, Canada | | | |

Portfolio Website: www.RoozbehFolio.com