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| **Roozbeh Madanipour** |

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| **Contact** |
| **Cell:** (647) 523 6476**E-mail :** roozbeh7@hotmail.com**Address:** 61 Mayvern Cres.Richmond Hill,  ONCanada, L4C5J6 |

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| **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. |

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| **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

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| **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 |

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| **Work Experience** |
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| **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
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| **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
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| **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
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| **Education** |
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| **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 |

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Portfolio Website: www.RoozbehFolio.com