ARY SHIRAZI
GAME & LEVEL DESIGNER
aryshirazi@gmail.com | www.arashshirazi.co.uk | www.linkedin.com/in/aryshirazi | +447855 233667

STATEMENT

I have 17 years games industry experience, to put it simply… I love making games and collaborating with talented teams.
I take pride in being a professional that aims to give the player a quality experience. I do this through strong level design & world building competencies, which I continually look to improve on. I'm drawn to narrative-rich games with immersive, explorable worlds, but really, I enjoy playing anything that's fun, no matter what console or device.

THE CHINESE ROOM | VAMPIRE: THE MASQUERADE - BLOODLINES 2 | SEPTEMBER 2023 - PRESENT

Lead Level Designer: Bloodlines 2

- Leading & mentoring a team of 4 level designers, helping them to improve their Level Design competencies by running workshops.
- Owning 2 levels, polishing level geometry, scripted events and combat scenarios using Unreal Engine 5 / blueprint scripting.
- Taking a level to benchmark quality which was used for an **extended gameplay reveal.** I also played & recorded this trailer.
- Improved the production process & cross team communication studio wide by introducing new sprint planning processes.

FIRESPRITE | HORIZON CALL OF THE MOUNTAIN | UNANNOUNCED AAA HORROR | FEB 2022 – SEPTEMBER 2023

Principle Level Designer: Horizon Call of the Mountain | Unannounced

- Assisting the Call of the Mountain Level Design team in the last 6 months of development, using Unreal Engine 4 / blueprint scripting.
- Designing and building multiple new climbs, redesigning puzzles for better flow & polishing set pieces on the penultimate level.
- Assisting combat team by creating new cover assets and placing in all combat arenas + bug fixing across multiple levels.
- Working on unannounced AAA Horror Adventure using Unreal Engine 5, blueprints and sequencer.
- Producing prototypes to prove out new gameplay mechanics that could be used as 'company tech' across multiple titles.
- Working on the Vertical Slice & multiple other levels using block-mesh and blueprint scripting.

SONY LONDON STUDIO | BLOOD & TRUTH | PLAYSTATION VR WORLDS | AUGUST 2015 – FEB 2022

Lead Level Designer: Blood & Truth | PlayStation VR Worlds | Unannounced

- Leading a team of mission designers, performing regular 1:1 meetings, building & maintaining the work schedule with production.
- Produced the level layouts, puzzle interactions & combat within the HQ & Art gallery missions for Blood & Truth.
- Demonstrating the standard required for level design within the studio by designing benchmark, AAA quality levels.
- Defined the level design process & established new hiring practices to build a stronger design department.
- Designed & implemented puzzle interactions & combat scenarios within The London Heist portion of PlayStation VR Worlds.
- Designed, built & polished a Shooting Gallery experience from start to finish with a 5-man team in 4 months.
- Helping to improve in-house technology so the level design team has industry leading tech & fast workflows.
- Prototyping gameplay mechanics & building block-mesh levels in UE4.

IF YOU CAN | IF... | JULY 2013 – APRIL 2015

Game Design/Level Design/Scripting/Creature Design/Writing Screenplays: IF... Gameplay Collection

- Working with a small team of 20 people, utilising fortnightly agile sprints to great effect.
- Level designs from paper sketch to terrain 'sculpts' in Unity, painting textures, placing props & spawning creatures.
- Running weekly reviews for level design & scripting principles, to encourage knowledge sharing across the team.
- Introduced the idea of weekly '1-minute pitches' for anyone wishing to grow more confident in expressing their ideas to a group.
- Producing screenplays for chapters & working with Trip Hawkins to polish the script, ultimately preparing it for VO sessions.

QUANTIC DREAM | BEYOND: TWO SOULS | DECEMBER 2012 – JULY 2013

Level Scripter: Beyond: Two Souls
- Designing and scripting the flow for 5 levels within the game, including the 'homeless' level, the first major demo to the press.
- Creating cameras, scripted gameplay & extremely detailed design documentation to serve as 'flow direction' for the game.
- Reviewing & iterating on each level through discussion with the leads of all departments & the games' director, David Cage.
- Learnt to speak basic French & pickup an understanding of around 60% of the language within 8 months.

LIONHEAD | FABLE: THE JOURNEY | DECEMBER 2011 – SEPTEMBER 2012

Game Design/Level Design/Scripting: **Fable: The Journey**
- Building level block outs in Unreal Engine via terrain sculpting tools, then using kismet (visual scripting) to script the level.
- Implementing cut-scene cameras & prototype animations using Matinee.
- Responsible for designing & scripting the E3 & Xbox live demo levels.

IDEAWORKS | MARMALADE | CALL OF DUTY: BLACK OPS ZOMBIES | MAY 2011 – DECEMBER 2011

Game Design/Level Design/Scripting: Zombies

- Designing player & weapon stats then implementing them via lua scripting.
- Designing & writing tutorials for core gameplay mechanics.
- Creating core level prefabs to work consistently across 3 different levels.
- Designing challenges and a ranking system to build a deeper gameplay experience.

EA BRIGHT LIGHT | CREATE | HARRY POTTER & THE DEATHLY HALLOWS 2 | SEPTEMBER 2009 – OCTOBER 2010

Game Design/Level Design/Boss Design/Scripting: Deathly Hallows | Create
- Pitching numerous design document proposals to green light Create.
- Designing game object behaviours & producing level designs on paper & Maya.
- Scripting complex boss behaviours & gameplay using simple logic with in-house tools.
- Iterating on top-down level designs in multiple ways to achieve final implementation.

SKILLS

CREATIVE & SOFT SKILLS	**TECHNICAL**	**LANGUAGES**
- Game and Level Design Documentation	- Extensive experience with Unreal Engine	- English
- System Design, interactions & behaviours	- Perforce, SVN, Git	- Farci
- Narrative Training – Robert McKee Seminar	- Maya – Basic 3d Modelling	- French (semi fluent)
- Leading teams – Managing and mentoring	- C#, Lua, Blueprints, XML	
- Agile / Scrum Methodologies	- Quick to adapt to in-house tools	
- MIRO / PowerPoint		
- Good understanding of the 3Cs		
- Expert communicator		
- Media trained public speaker		

INDUSTRY – EXTRA CURRICULAR

- GDC 2020 – Level Design Summit – **VR Lessons Learned in the Level Design of Blood & Truth** – GDC YouTube
- Level Design Tutorial for University of Hertfordshire – Google Drive Link
- Bafta Young Game Designer – Judging Panel – 2019
- Bafta Crew 2016

EDUCATION & STUDENT PROJECTS

- London South Bank University (2006-2009) (BA Hons) Game Cultures - 2:1 - Alumni of the Month, Feb 2016
- Dare to be Digital 2008 – Captain Cannonball
- University of Pennsylvania – Coursera – Gamification (2015)
- Camberwell College of Art (2005-2006) Art Foundation

REFERENCES

- Martyn Jones | Product Owner | Space Ape | Previously Mind Candy | info@martynjones.co.uk
- Aaron Allport | VP of Art | King | Previously Blitz | aaron.allport@gmail.com
- James Blackham | Rare | Lead Technical Designer | JamesBlackham@gmail.com