

Nima Gholipour

Level Designer

nimadev2@gmail.com
[www.linkedin.com/in/nima-g/
nimagholipour.com](http://www.linkedin.com/in/nima-g/nimagholipour.com)
(416) 219 - 3126

EDUCATION

Honours Bachelor of Game Design

Sheridan College | 2016 - 2020

PROFICIENCIES

Tools

Unity, Unreal Engine, Adobe suite,
Microsoft Suite, 3DS Max, Maya,
Blender, Zbrush, Git Version
Control, Confluence, Jira

Skills

Game Design
Level/ Environment Design
3d Modelling
3d Animation
Design Documentation
Graphic Design
Illustration
Asset Organization
Able to communicate clearly
Effective in team collaboration

ACHIEVEMENTS

Presented to +12 Companies

Ubisoft | Certain Affinity | Gearbox | Cyber-
Connect2 | Zynga | Digital Extremes | etc

Sheridan Sprint Week Awards

Top finals in best use of Interactive controls

HOBBIES

- Digital Painting
- Hiking
- Warhammer
- Guitar playing
- Taekwondo

PROFILE

Highly adaptable and determined level designer with 3+ years of professional experience in game development. Love to work in games and to inspire creative synergy. Dedicated to achieving to peak product quality while open to learning new techniques.

WORK EXPERIENCE

Storyboard Artist

[Awaken Digital Alchemy](#) | January 2021 - April 2021

- Iterated upon the director's feedback to create the first pass for the 3D animation
- Efficiently organized and modeled all assets for teammates while revising project to meet revolving client needs

Level Designer

[Sheridan College](#) | September 2019 - May 2020

- Designed all enemy behaviours, and created models for effective implementation in Unity
- Build and iterated the 3D environment based on design sketches whilst assuring the gameplay loop coincides with the design pillars
- Prepared and revised prototype game builds based on QA test sessions

Game and Level Designer

[Sheridan / UofT Collab](#) | April 2019 - August 2019

- Worked alongside engineers to create custom game controller for targeted demographic
- Archived collected data and formatted the information in a game design document
- Designed and programmed different game-play scenarios based on analyzed datasets regarding cognitive stimulation

RELEVANT EXPERIENCE

Marketing Manager

Game Design Society | November 2018- April 2019

- Created posters to promote events through social media platforms
- Assisted in organizing multiple community events such as 2 Global Game Jams , Game Nights, and Play-testing sessions