ARY SHIRAZI
GAME & LEVEL DESIGNER

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PROFESSIONAL EXPERIENCE

SONY LONDON STUDIO | PLAYSTATION VR WORLDS | BLOOD & TRUTH | AUGUST 2015 - PRESENT

Lead Mission Designer : Blood & Truth | PlayStation VR Worlds

- Leading a team of 5 mission designers, performing regular 1:1 meetings, building & maintaining the work schedule.
- Demonstrating the standard required for our missions, by designing & building at least 2 levels per project.
- Defining the level/mission design process for London Studio.
- Designed & implemented VR object 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.

FREELANCE | WAR HUNGRY GAMES | APRIL 2015 – AUGUST 2015

Game Design/Combat & Puzzle Design/Consultancy for a number of unannounced iOS titles
- Designing & balancing core combat mechanics & battle encounters.
- Creating and Implementing GUI for overall UX.
- Writing combat dialogue + implementing the text into localisation spreadsheets.

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

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

- Working within a small company team of 20 people in fortnightly sprints.
- 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

Flow Design/Scripting : 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
- Game & level design documentation.
- System design, interactions & behaviours.
- Managing/Mentoring.
- Various forms of Agile.
- Good understanding of the 3C's (Control, Character, Camera).
- Good communication and team work skills.
- Confident public speaker.

Technical
- Extensive experience with Unity & Unreal
- Perforce, SVN, Git
- 3DS Max, Maya, Photoshop.
- Quick to adapt to in-house tools & working practices
- XML, C#, Lua, Blueprints, Kismet

Languages
- English
- French
- Farci

EDUCATION & STUDENT PROJECTS

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

HOBBIES & INTERESTS

Literature/Reading
- Haruki Murakami
- Chuck Palhaniuk
- National Geographic

Modern Art
- David Shrigley
- Martin Creed
- The Boyle Family

Cinema/Video
- Jean-Pierre Jeunet
- Wes Anderson
- Michel Gondry

Sports
- Cycling
- Tennis/Badminton
- Skateboarding

REFERENCES

Martyn Jones | Product Owner | Space Ape | Previously Mind Candy | info@martynjones.co.uk

Aaron Allport | Art Director | King | Previously Blitz | aaron.allport@gmail.com

Ben Geliher | Chief Creative Officer | Small Jelly | Previously Natural Motion | bengeliher@gmail.com

James Blackham | Square Enix | Lead Technical Designer | JamesBlackham@gmaill.com

WORK EXAMPLES