

ARY SHIRAZI

GAME & LEVEL DESIGNER

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PROFESSIONAL EXPERIENCE

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

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

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 UI & 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 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

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 & pick up 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.

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

- Game & Level Design documentation
- System Design, interactions & behaviours
- Narrative Training - Robert McKee Seminar
- Leading teams / Managing / Mentoring
- Various forms of Agile
- Good understanding of the 3C's (Control, Character, Camera)
- Expert communicator
- Media trained public speaker

Technical

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

Languages

- English
- Farci
- French (semi fluent)

INDUSTRY - EXTRA CURRICULAR

- GDC 2020 - Level Design Summit - **VR Lessons Learned in the Level Design of Blood & Truth** - [GDC Vault Link](#) - [Google Drive Link](#)
- 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, February 2016](#)
- Dare to be Digital 2008 - [Captain Cannonball](#)
- University of Pennsylvania - Coursera - Gamification (2015)
- Camberwell College of Art (2005-2006) – Art Foundation

HOBBIES & INTERESTS

Literature/Reading

- Roald Dahl
- Chuck Palhaniuik
- National Geographic

Modern Art

- David Shrigley
- Martin Creed
- The Boyle Family

Cinema/Video

- Coen Brothers
- Wes Anderson
- Luc Besson

Sports

- Cycling
- Tennis/Badminton
- Skateboarding

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
Ben Geliher | Chief Creative Officer | Small Jelly | Previously Natural Motion | bengeliher@gmail.com
James Blackham | Rare | Lead Technical Designer | JamesBlackham@gmail.com