

## SUMMARY

Game Designer specializing in gameplay design, level design and cinematic/level scripting. 6 years in the game industry working as a designer on F2P Mobile, AR, VR, and AAA games.

### Shipped Titles:

Fortnite (PC, Xbox One, PS4)  
The Crystal Core (PC)  
Run Pumkiun Run (iOS, Android)  
Justice League VR (PC, Console, Mobile)  
Hero (Steam)  
The Sandbox 2 (Mobile, Steam)  
Snapimals (iOS, Android)

## SKILLS

### Game Engines:

- Unity
- Unreal Engine 4
- Cry Engine

### Mod Tools/Level Editors:

- Bethesda Skyrim Creation Kit
- DOOM SnapMap Editor
- Halo 5 Forge Editor
- Age of Empires II Editor

### Scripting Languages:

- Javascript
- Unreal Blueprints
- C#

### Modeling:

- Maya
- Sketchup

### Version Control:

- Github
- Perforce
- Source Tree

### Project Management:

- JIRA
- Trello
- Asana

### Adobe:

- Photoshop
- Illustrator
- After Effects
- Premiere

# Baqir Shah (Baq)

## DESIGNER



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## EXPERIENCE

### Lead Level Designer

(Nov 2019 - Present)

[Imangi Studios - Unannounced Game](#)

- Leading Level Design on a new project.
- Helping to train new talent and establish a level design department at the studio while overseeing project development.

### Level Designer

(Jul 2019 - Oct 2019)

[High Voltage Software - Fortnite](#)

- Worked in collaboration with Epic Games on Fortnite.
- Helped to build the level design of the Save the World PvE mode.
- Was brought on to help release the dungeon game mode in STW. Built dungeon levels & POI's utilizing a modular level design system in Unreal 4.

### Senior Level Designer (Consultant)

(Sep 2018 - Apr 2019)

[BitLoft - The Crystal Core](#)

- Senior Designer on an educational game called The Crystal Core.
- Managed the design team and led the execution of level design.
- Led level design efforts with world building and implementing gameplay. Helped build over 150 levels utilizing modular level design techniques.

### Technical Level Designer (Consultant)

(Jul 2017 - Nov 2017)

[Method Studios - Justice League VR](#)

- Worked with DC and Warner Bros on Justice League VR. Helped ship it on a tight deadline for the movie release.
- **Aquaman:** Created level layouts, and scripted the combat system along with balancing gameplay and scoring.
- **Batman:** Designed and implemented level collision and respawn system for the Batmobile and level environment.
- Designed a custom rumble system that worked across multiple VR platforms.

### Game Designer (Consultant)

(Feb 2017 - June 2017)

[castAR - The Video Game Show](#)

- Designed new levels week to week for players for new campaigns and game modes.
- Worked with Sony and designed Ghostbusters levels during a promotion for the movie in the Ghostbusters DLC pack.
- Worked with Bandai Namco to add Pacman into our game. Prototyped editor tools and levels for the Pacman DLC.

## Level Designer

(Mar 2016 - Feb 2017)

### Pixowl Games - *The Sandbox Evolution*

- Designed new levels week to week for players for new campaigns and game modes.
- Worked with Sony and designed Ghostbusters levels during a promotion for the movie in the Ghostbusters DLC pack.
- Worked with Bandai Namco to add Pacman into our game. Prototyped editor tools and levels for the Pacman DLC.

## Principal Game Designer

(Feb 2013 – Feb 2017)

### Bakershah Games - *Hero*

- Designed a 3rd person action adventure RPG now available on Steam.
- Designed level environments, game systems, and gameplay along with set dressing, NPC placement, AI scripting, and quest design.
- Developed all the cutscenes for the game. Animated and scripted camera events and sequences using C# and Unity's animation system.

## Level Designer (Intern)

(Jan 2014 – Apr 2014)

### Bebopbee Inc. - *Snapimals*

- Worked on the initial level design and mechanics for Snapimals out on iOS, and Android.
- Designed level layouts and prototyped different AI systems for animal NPC's.

## EDUCATION

## Associate of Arts

(2013 – 2016)

### Academy of Art University - *Game Development*

- Game Development major specializing in game/level design and cinematic's.
- Honed my craft and created many prototypes and levels for different genre's of games.

## VOLUNTEERING

## Assistant Organizer

(Sep 2015 – Present)

### SF Game Developers Monthly Meetup Group

- Host a monthly meetup networking event in downtown San Francisco.
- Organized a game night event sponsored by Microsoft where developers could display their game and network.
- Partnered with UBM to provide perks and discounts to our members for GDC and VRDC.
- Link to our page: <http://www.meetup.com/sfgamedevelopers/>

## Conference Associate

(Jul 2014 – July 2014)

### Casual Games Association - *Casual Connect USA 2014*

- Helped organize and run a smooth experience for conference attendees at Casual Connect USA 2014 in the indie prize booth area.
- <http://usa.casualconnect.org>