

# Nima Gholipour

## Level Designer

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### Education

#### Honours Bachelor of Game Design

Sheridan College | 2016 - 2020

### Proficiencies

#### Tools

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

#### Skills

Game Design  
Level/Environment Design  
Environment Art  
3d Modelling  
3d Animation  
Design Documentation  
Graphic Design  
Illustration  
Story boarding  
Blueprint Scripting

#### Two Launched Titles

- Friendly Forest - Holland Bloorview Kids Rehabilitation Hospital
- Ava's Manor - Uken

### Hobbies

- Digital and oil paintings of Super-heroes and myths
- creating sci-fi fantasy comics
- Yoga and Martial Arts
- Archery and Camping

### Profile

Highly adaptable and adventurous level designer with 4+ years of professional experience in game development. Love to work in games and to enjoy the company of fellow artists and thinkers. Dedicated to achieving peak product quality while open to learning new techniques.

### Work Experience

#### Level Designer, Remote

Uken | February 2022 - Present

- Fast tracked the implementation of a new level loader tool in the game editor. Helped maximize efficiency in designing levels
- Identified issues in current level design process and championed new methods that boosted level creation output to 200+ levels in a given month
- Collaborated with QA on level balancing and debugging which accelerated level polishing phase

#### Level Designer

Studio Zen | September 2019 - May 2020

- Designed and Modeled 3D VR environments in Maya that Resolved motion sickness issue in the VR game
- Lead the team's art division to create highly engaging ludo visual synchronicity
- Designed all enemy behaviours, and created fully texture models for effective implementation in Unity

#### Game and Level Designer

UofT and Sheridan College | April 2019 - August 2019

- Used the custom-built level editor to create levels for minigames
- Created different game-play scenarios based on analyzed datasets regarding players cognitive stimulation
- Created Custom game controller alongside engineers