

Ali Hamad

Game Designer



WORK EXPERIENCE

2023 - Current



Game Designer, The Gang Sweden, Stockholm

- ◆ Design gameplay, multiplayer game modes and narrative design.
- ◆ Craft levels, UI, concepts and comprehensive documentation.
- ◆ Develop game design tools, pipelines, and best practices.

2022 Q1 - Q4



Technical Game Designer, Rightsized Games, Stockholm

- ◆ Designed, prototyped and implemented gameplay and AI systems.
- ◆ Designed and built level & map generation systems and tools.
- ◆ Acted link between the tech team and the design team.

2021 - 2023



Instructor & Mentor, Futuregames, Stockholm

- ◆ Taught game design, development in Unreal Engine and Unity.
- ◆ Instructed in prototyping, iteration, and paper-to-engine workflows.
- ◆ Assisted in student projects and provided feedback on their work.

2021 - 2022



Game Designer Intern, Kozakura Games, Stockholm

- ◆ Designed Heroes and enemies, AI behaviours and combat systems.
- ◆ Crafted levels, combat scenarios, challenges and game modes.
- ◆ Managed documentation, character libraries and data balancing.

EDUCATION PROGRAM

2020 - 2022



Game Designer Program, Futuregames, Stockholm

A two-year program in a professional game development setting. My focus was gameplay design and technical design, which was accomplished in personal projects and official team projects.

STANDALONE COURSES

› GAME DESIGN

Design Theory & Practice in Games, Unreal Engine Visual Scripting, Goal Oriented Development

› GAME DEVELOPMENT

Unreal Engine C++, Unreal Engine Multiplayer, Unity C#, Unity Multiplayer, Games Production Pipelines

› ART

Character Design, 2D Art Fundamentals, Environment Art in 3D, Character Art in Blender, Concept Art

SKILLS

› GAME DESIGN

- ◆ Gameplay Design
- ◆ Combat Design
- ◆ Technical Design
- ◆ Iterative Prototyping

› INTERPERSONAL

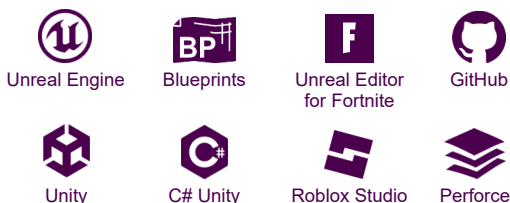
- ◆ Attentive Teamworker
- ◆ Effective Time Manager
- ◆ Networking Enthusiast
- ◆ Communication Fan

› LANGUAGE

- ◆ **Swedish** Native proficiency
- ◆ **Arabic** Bilingual proficiency
- ◆ **English** Fluent proficiency

SOFTWARE PROFICIENCY

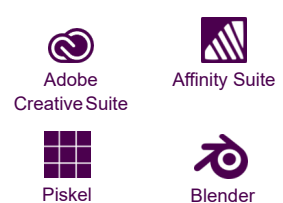
› GAME DEVELOPMENT



› DESIGN



› ART



CONTACT



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Stockholm, Sweden

PROJECTS & RELEASES

UNANNOUNCED PROJECT	TBA
Roblox Studio	The Gang
SUMO WRESTLING SIM	2023
Roblox Studio	The Gang
WONDERLAND	2023
Roblox Studio	The Gang
IHEARTLAND: MUSIC TYCOON	2023
Roblox Studio	The Gang
UNDEAD INC.	TBA
Unreal Engine	Rightsized Games
BOUNTY SQUADS	TBA
Unreal Engine	Personal Project
SEVERAL PROJECTS	2020 - 2021
Unreal Engine & Unity	FutureGames
LEMON SQUEEZERS	2020
Card Game	FutureGames
ROCKET MATE	2019
Unity	Personal Project