SALIM ALI

Level & Gameplay Systems Designer

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OBJECTIVE

To express design and scripting experience in a Level Design role, sharing the positive impact games have had in my life with others!

EXPERIENCE

Once Upon a Puppet - Flatter Than Earth - Unreleased

3D Puzzle Platformer Game in Unity with a strong focus on the Narrative

Level Designer (July 2021 - Current)
- Responsible for half of the 10+ total levels and provided feedback and polish to the rest
- Aligned on the overall vision of the levels with the Artists and set dressed some sections
- Iterated over gameplay features and implemented events and mechanics in the levels
- Connected the story of the game with the level flow as part of the design team
- Designed Puppet Town, a key story location, and brought it to life in the engine

Luigi's Mansion 3 - Next Level Games, Nintendo - October 2019

3D Action Adventure Game + Multiplayer Game Modes & DLC

Multiplayer Level Designer (February 2019 - August 2020)
- Member of the multiplayer team, working on online and couch co-op game modes
- Responsible for the design of 2 Party Modes from paper to engine
- Crafted and scripted the procedurally generated dungeons of Scarescraper
- Wrote, maintained, and iterated over design documents and feature pitches

Other Notable Works

UnincrediBall – VFS Final Project – 6 Person Team - 2017
- 3 v 3 Sports Brawler in Unreal Engine 4 with Unique Quirky Heroes
- Level & Gameplay Systems Designer

Emoti-Conundrum - Digital Media Final - 2 Person Team - 2015/16
- 1 v 1 Card Battle game on a Physical + Digital Game Board
- Gameplay Systems Designer, Raspberry Pi & Arduino Coder, Artist

PASSIONS

Games

TTRPG's & Co-Op Games
- Enjoy delving into deep and dynamic systems such as D&D, as a player and as a designer
- Inspired by the ability of games to bring people together both in and out of their worlds

Teaching (Volunteer)

Darkhana Religious Education Centre, Karachi, Pakistan
- Taught History to grades 9 & 10 with classes of 25 - 30 students
- Mentored students during Summer Camps and conducted various team activities

Graphic Design

Self-Taught Freelancer
- Volunteered to create logos, posters, and videos for local school events & camps

SOFTWARE

Game Engines
- Unity
- Unreal
- Gamesalad

Technical Design
- Microsoft Excel, Visio
- Perforce
- Raspberry Pi
- Arduino

Visual Design
- Adobe Photoshop
- Autodesk Maya
- Adobe Premier Pro

SKILLS

Design
- Balancing & Tuning
- Rapid Iteration
- Proxy Art / Animation
- Set Dressing
- Event / Quest Setup
- Motion Capture
- Procedural Generation

Technical
- Blueprint Scripting
- C# Coding
- Python Coding

EDUCATION

BCIT, Business Management
- Advanced Diploma
- Jan 2018 - Dec 2018

VFS, Game Design
- Diploma
- Aug 2016 - Aug 2017
- Game Jam: Best game
- Award: Best Level Design
- Award: Best Story

York University, Digital Media
- BA Honors
- Sept 2011 - June 2016