

Objective

Seeking an entry-level designer position to work with and learn from industry professionals.

Education

Indiana University, School of Informatics and Computing, Indianapolis, IN May 2014
Bachelor of Science in Media Arts & Science

Skills and Software

- 2D Level Design
- 3D Level Building
- Puzzle Design
- Game Content Creation
- Game Design Documentation
- Unreal Engine 4, Unity 4, Unreal Dev. Kit
- Call of Duty: Black Ops 3 Mod Tools
- Autodesk Maya
- Adobe Photoshop, Adobe Illustrator
- Scripting: ActionScript, C#, JavaScript, HTML, CSS

Work Experience

Administrative Assistant, Treyarch Studios (Through Volt) Aug 2016 - Present

- Worked within the Operations team to administrate office needs, including: supplies, snacks, reception, mail, etc.
- Worked closely with professional developers by receiving feedback to hone my level design skills on projects using the in-house 3D level editor software

Game Development Experience

Lead Game Designer, Return of Aetheria: War of Realms, www.returnofaetheria.org Aug 2013 - May 2014

A Larger scale ARG, expanding on the previous RoA game, featuring a 90' touch screen game board.

- Spearheaded design direction for a development team of 40 students.
- Lead the Design Team by Managing and delegating feature design tasks for four game design students.
- Designed and created content for the game, 250 quests for the game.
- Planned and hosted play tests and correlated usable feedback to the team.

Lead Designer and Developer, Beware The Bully, www.stafaalhassani.com/bewarethebully Jan 2014 – May 2014

- Created a 2D platformer game, with Unity 4, about anti-bullying that is 6 levels long.
- Designed all the levels, pacing of the game, game mechanics, powers-ups, and story.

Project Manager, Return of Aetheria, www.reutrnofaetheria.org Jan 2013 – June 2013

An ARG presented at Gen Con 2013, with digital interactions, real world quests, and smart phone application.

- Facilitated inter-team communication and knowledge transfer.
- Organized meetings, tracked project objectives and progress using team's Basecamp page.
- Created partnerships with gaming companies and local business for sponsorship and promotion of our project.

Game Industry Volunteer Work

Outreach Coordinator, International Game Developer's Associate Feb 2013 – July 2015

- Coordinated with industry professionals for guest speaking roles
- Volunteered to work the IGDA booth at GDC 2014

President, Game Developers' Group @ IUPUI, Academic Chapter of IGDA Aug 2013 – May 2014

- Reconstructed the group to focus on 3 week long gaming sprints to work on small-scale, gaming projects.
- Assisted group members with using software unfamiliar with them, such as Unity 3D, UDK, and Photoshop