VAHID RANANDEH

GAME DESIGNER, WRITER

CONTACT

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SOCIAL

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PROFESSIONAL SKILLS

Game Design
Narrative Design
Web3 Game Economy Design
Project Management
Games User Research
Unity Engine
VR/AR Development
C#

LANGUAGES

English (Professional, IELTS Band 8)
Azerbaijani (Native)
Farsi (Native)
Turkish (Intermediate)

ABOUT

I'm a Game Designer and Writer, with 7 years of experience in game design and 10 years of experience in writing. I'm passionate about both creating and playing video games, and I like to face new challenges in bringing fresh ideas to life.

WORK EXPERIENCE

LEAD GAME DESIGNER
KITSUMON 2022 - Present

- Creating Gameplay Systems and Mechanics
- Designing Levels, Quests, and Characters
- Managing the economy of the game
- Creating Tutorials and Narrative flows
- Managing the Specifications for character Abilities, Land Types, Biomes, Leveling Syetsm, etc.

DIRECTOR, GAME DESIGNER, WRITER
VOiD| 2015 - 2022

- Developed a game called "Pursuit of Redemption" for PC
- Led a team of 6 Game Developers
- Wrote Scripts for cutscenes, in-game dialogues, and collectibles
- Designed over 50 puzzle, platformer, and top-down levels

GAME DEVELOPER
Legends of Learning | 2019 - 2022

- Developed 5 WebGL math learning games with Unity
- Received overwhelmingly positive reviews by teachers and students
- Satisfied the learning objectives given by Legends of Learning
- Used Jira for Scrum
- Collaborated with the team members using Miro
- The games are published on Legend of Learning's website and played by thousands of students

EDUCATION

DOCTOR OF PHILOSOPHY, COMPUTER SCIENCE - GAMES USER RESEACH

Ontario Tech University | 2022 - Present
- Working at UXR Lab
- Working with Ubisoft as UX Coordinator
- Research around Level of fidelity in VR Interaction Design
- Reseach around Evaluation of Web3 Games Economy

MASTER OF SCIENCE, SOFTWARE ENGINEERING

University of Tabriz | 2018 - 2020
- Rank 1 of Class
- GPA: 19.05 / 20 (4.8 / 5)
- Founder of University's Game Lab
- Lecturer and Tutor at VR Development Conference

BACHELOR OF SCIENCE, COMPUTER ENGINEERING

University of Tabriz | 2014 - 2018
- Rank 1 of Class
- GPA: 18.32 / 20 (4.6 / 5)
- Held University's 1st & 2nd annual Game Development Workshops
- Developed a mobile app called "Teeleh" to buy, sell, and trade video games
- Worked at University's Innovation Center