

# Rana Jahani

## Game Designer

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📍 Boston, MA

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## 🎓 EDUCATION

### MS in Game Science and Design

Northeastern University

06/2020 – 04/2023 | Boston, MA

GPA: 4/4

### Design Drawing Certificate

Tehran University

12/2016 – 12/2017 | Tehran, Iran

### BS in Software Engineering

Qazvin Azad University

09/2011 – 06/2016 | Qazvin, Iran

## 🎮 SKILLS AND TOOLS

### Game Design

Level Design • Systems Design •  
Quest Design • Rapid Prototyping

### Game Engine & Software

Unreal 5 • UEFN • Unity •  
Adobe Photoshop

### Programming Languages

C++ • Unreal Blueprints • C#

### Documentation & Version Control

Miro • Trello • Google Workspace •  
Git • GitHub

## 🧩 VOLUNTEER

### Conference Associate

Game Developers Conference 2024

03/2024 – 03/2024

San Francisco, CA

## 📁 PROFESSIONAL EXPERIENCE

### Level Designer

Baka Bros Entertainment

01/2024 – Present | Bellevue, WA

- Designing and constructing 5 tracks for a multiplayer racing game within Unreal Engine, integrating engaging gameplay mechanics
- Leveraging level design techniques to engineer strategic risk-reward scenarios, ensuring a balanced player experience
- Collaborating and communicating with the design and art teams to refine layouts and improve overall gameplay flow, resulting in a 20% increase in overall player satisfaction

### Research Assistant and Game Designer

Northeastern University + Massachusetts General Hospital

05/2022 – 04/2023 | Boston, MA

- Spearheaded the development of an educational game, boosting orthopedic medical trainees' critical concept retention by 25%
- Co-authored a systematic review, analyzing over 1,000 studies, to understand the impact of educational games on surgery training

## 📁 PROJECTS

### Abandoned Mill Town | Action-Adventure 🔗

Level Designer, Technical Game Designer

- Developed level blockout for a quest in Unreal Engine, prioritizing player engagement in exploration, combat, and puzzle-solving
- Implemented strategic gameplay beats, optimizing the level flow by 15% and improving player experience
- Crafted engaging combat spaces and PvE level scenarios by strategically modeling NPC encounters
- Established a cohesive environmental narrative by thoughtfully placing structures, buildings, and props throughout the level
- Scripted character mechanics and interactions using Unreal Blueprints, enhancing gameplay depth and player immersion while ensuring smooth and seamless gameplay mechanics

### VR Two-gether | Cross-Platform Co-Op Multiplayer Game 🔗

Game Designer, Level Designer, User Researcher

- Designed innovative mechanics and levels, crafting engaging cooperative challenges and tutorials for both PC and VR platforms in Unity; resulted in a 30% increase in player engagement
- Constructed level blockout and sketched level layouts, while strategically placing assets to enhance gameplay experience; yielded 15% increase in average session duration
- Administered 4 surveys, conducted 12 interviews, collected and analyzed user data, and contributed to paper documentation
- Coordinated development tasks within 4 team members using Trello and scheduled regular feedback sessions to facilitate communication