

Rana Jahani

Game Designer

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🎓 EDUCATION

MS in Game Science and Design

Northeastern University
06/2020 – 04/2023 | Boston, MA
GPA: 4.0/4.0

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 •
Mission Design • Rapid Prototyping

Game Engine & Modeling Software

Unreal 5 • UEFN • Unity • Blender
Adobe Photoshop

Programming Languages

C++ • C# • Unreal Blueprints

Documentation & Version Control

Miro • Trello • Google Workspace •
Git • GitHub

🧩 VOLUNTEER

Conference Associate

Game Developers Conference 2024
03/2024 | San Francisco, CA

📁 PROFESSIONAL EXPERIENCE

Game Designer

Ghostlab, Northeastern University
01/2024 – present | Boston, MA

- Designing and developing a virtual escape room in Unity, enhancing problem-solving skills through immersive puzzle-solving experiences for PC, VR, and AR platforms
- Scripting and prototyping game mechanics, levels, and puzzles, using C# to create engaging player experiences iteratively
- Owning the level design process for the escape room levels from concept to final product, including sketching level layouts and building level blockouts for at least 45 minutes of gameplay
- Refining gameplay and puzzle ideas that fit within the narrative while ensuring technical feasibility within engine and resources constraints, balancing storytelling and implementation efficiency
- Collaborating with cross-functional teams to facilitate research studies, document findings, and implement iterative design changes, improving player experience and gameplay quality

Level Designer

Baka Bros Entertainment
01/2024 – 04/2024 | Bellevue, WA

- Designed and constructed tracks for Chaos Kart, a multiplayer racing game within Unreal Engine, increasing player engagement
- Leveraged level design techniques to engineer strategic risk-reward scenarios to ensure a balanced player experience
- Collaborated with the design, art, and programming teams to refine layouts and improve overall gameplay flow
- [Link to Playable Demo on Steam](#) 🌐

📁 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
- 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

- Designed innovative mechanics and levels in Unity, crafting engaging cooperative challenges and tutorials for both PC and VR platforms to increase player engagement
- Coordinated development tasks within the team members using Trello and scheduled regular feedback sessions to facilitate team communication