

Rana Jahani

Game Designer

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 Los Angeles, CA

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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 & Development

Rapid Prototyping • Level Design • Systems Design • Scripting • AI Behavior • Debugging • 3D Math

Game Engine & Modeling Software

Unreal 5 • UEFN • Unity • Godot • Blender • Adobe Photoshop

Programming Languages

C# • C++ • Unreal Blueprints • GDScript

Documentation & Version Control

Miro • Trello • Google Workspace • Git • GitHub

VOLUNTEER

Conference Associate

Game Developers Conference 2024

03/2024 | San Francisco, CA

PROFESSIONAL EXPERIENCE

Adjunct Lecturer

Laguna College of Art + Design: LCAD

10/2025 – Present | Laguna Beach, CA

- Designed and structured course syllabi for an *Introduction to Game Engines* course, teaching foundational programming concepts and comparative use of game engines including Unity, Unreal Engine, and Godot
- Delivered lectures and hands-on labs/workshops focused on project-based learning, covering core engine systems such as player input, character and camera controls, gameplay mechanics, physics, collision and event systems, animation, UI, audio, scripting, and 3D math
- Facilitated discussions on problem-solving and debugging, addressing engine-specific challenges and promoting best practices in game development
- Mentored students in applying game design principles, developing prototypes, and conducting playtesting to iteratively refine their projects

Technical Game Designer

Ghostlab, Northeastern University

01/2024 – 12/2025 | Boston, MA

- Designed and developed a virtual escape room in Unity, enhancing problem-solving skills through immersive puzzle-solving experiences for PC, VR, and AR platforms
- Scripted and prototyped game mechanics, levels, and puzzles, using C# to create engaging player experiences iteratively
- Owned 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
- Refined gameplay and puzzle ideas that fit within the narrative while ensuring technical feasibility within engine and resources constraints, balancing storytelling and implementation efficiency
- Collaborated 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** 