Arman Mashouf

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Education

DigiPen Institute of Technology

Bachelor of Science (BS) Computer Science

Bachelor of Art (BA) Game Design

Expected Graduation Winter 2023

Key Skills

Design

- Storytelling
- Character Creation
- World Building
- Experience Creation
- UI/UX
- Player-Centric Design
- Prototyping
- Playtest

Production

- Project Management
- Leadership
- Agile Methodology
- Conflict Resolution
- Time Management
- Scope Management

Environments

- Unreal
- Unity
- Visual Studio
- Custom Engines

Qualifications

- Motivated industry professional with an affinity for narrative and player-centric design
- Proven ability to lead teams through roadblocks and resolve conflicts
- Enables others to work their best through cutting edge management and interpersonal skills

Experience

Associate Intern   2022
***Unnamed Project,* Wizards of the Coast;** Unity
- Worked closely with project lead to actively manage a design team
- Allocated resources and team members according to task criticality
- Gained proficiency in Jira and Teams to create tasks for each discipline

Lead Designer, Narrative Lead, Trailer Director   2021-2023
***Grocery Gauntlet,* Team Later Sk8ters;** Unreal Engine 4
- Wrote and directed the game's trailer
- Wrote every piece of written or spoken dialogue in the game
- Worked with the rest of the team to design mechanics that worked to tell the narrative through gameplay

Lead Designer, Narrative Lead   2023-Present
***Basil and the Isles of Spice,* Team Leviathan; Unity**
- Wrote complex characters with unique voices who interact with each other and respond to the game state
- Helped create the storyboard for the trailer
- Manage a team of designers to solve problems and address feedback from user testing
- Worked with other disciplines to create mechanics and environments that help to tell the game's narrative

Solo Projects

Shahbazee, Board Game
- Fully defined problem, constraints, and goals
- In-depth research on target audience including user interviews
- Designed game around goals and wants of user audience
- Tested, iterated, and tested again
- Shipped and developed several private copies

gARden, Adobe XD
- Inspired by desire of siblings and friends to have a garden while living in an apartment or student dorms
- In-depth research on current AR apps on iOS and Android; pinpointed strategies and eliminated existing problems
- Created high-fidelity wireframe