



ARMAN MASHOUF

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Education

DigiPen Institute of Technology

Bachelor of Science (BS)
Computer Science and Game Design

Graduated 2024

Key Skills

Game Engines

- Unity
- Unreal Engine
- Custom Engines

Tools

- Visual Studio
- Jira
- Teams
- Adobe XD
- Figma

Design Skills

- Narrative Design
- UI/UX
- Player-Centric
- World Building
- Prototyping
- Playtesting

Project Management

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

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

Lead Designer, Narrative Lead 2023-2024
Basil and the Isles of Spice - Team Leviathan | Unity
2024 Unity Awards Best Student Project | Runner up 

- Wrote complex, engaging characters who interact with each other and respond dynamically to the game state
- Manage a team of 5 designers, addressing feedback from user testing and iterating to improve gameplay experience
- Collaborated with artists and engineers to create environments and mechanics that complemented the narrative

Lead Designer, Narrative Lead, Trailer Director 2021-2023
Grocery Gauntlet - Team Later Sk8ters | Unreal Engine 4

- Directed the game's trailer and developed all in-game dialogue, ensuring a cohesive narrative experience
- Collaborated across disciplines to design mechanics that reinforced the game's story through gameplay
- Successfully led the project from concept to delivery, enhancing storytelling through innovative mechanics

Associate Intern, Project Designer 2022
Unnamed Project - Wizards of the Coast | Unity

- Worked closely with project lead to manage a team of designers, allocating resources according to task criticality
- Gained proficiency in Jira and Teams, creating and assigning tasks across multiple disciplines to streamline project workflows

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