Reza Hassani

Principal Game Designer

DoB: 1990-06-22
Marital Status: Married
Military Service: Served

✉ slash.hassani@gmail.com

📱 (+98)9213225683

🌐 www.rezahassani.com

📍 Mehestan, Alborz, Iran

About Me

Game designer since the age of 6, when I first started building levels in Battle City — and I've been creating worlds ever since. With 15+ years of experience across PC, mobile, and console, I specialize in gameplay systems, level design, and narrative development. I've led multidisciplinary teams, shipped award-nominated titles, and worked hands-on with Unity, Unreal Engine, and C#. Passionate about immersive experiences and building design pipelines that empower teams and spark creativity.

Languages

English   **Persian**

Skills

★ Game Design:
• Gameplay Systems Design • Puzzle & Level Design • Narrative Design & Dialogue Writing • Balancing & Progression • Visual Scripting

★ Technical:
• Unity (HDRP, URP, C#) • Unreal Engine 5 (Blueprints) • C++ • CRYENGINE • Debugging & Optimization

★ Art & Animation:
• 3D Character Animation (Manual & Mocap) • UI/UX Design • VFX (Particles & Lighting) • Digital Painting & Concept Art

★ Tools & Workflow:
• Trello • Notion • Git/Plastic SCM • Blender • Adobe Photoshop
• Cascadeur • OBS Studio

Work Experiences

✦ Infinite Rage (October 2017 - Now)
✦ Principal Game Designer

Project: Battle of Legends
Platforms: Android, iOS, WeChat | TBA   ▶ WATCH NOW

• Designed and prototyped core gameplay mechanics for an online PvP auto-battler game.
• Managed a diverse team of artists, designers, and programmers throughout production.
• Created 3D character animations from scratch, significantly enhancing visual quality.
• Led level design, UI design, and outsourcing coordination.

Project: **Detective Puz**
Platforms: Nintendo Switch, PC, Android | April 2020   ▶ WATCH NOW

• Designed 45+ puzzles and levels with distinct gameplay mechanics.
• Built shaders and particle effects to enrich player immersion.
• Oversaw QA and debugging across platforms, ensuring consistency and polish.

Project: **Zombie GO** | Zombie GO Remastered
Platforms: Android, PC | January 2019 - August 2024   ▶ WATCH NOW

• Created the initial game concept and built early prototypes.
• Designed over 50 unique puzzles with cinematic lighting and isometric gameplay.
★ Zombie GO was nominated for the 4th International Mobile Gaming Awards (IMGA)

✦ **Amytis Entertainment (May 2012 - October 2017)**

✧ **Lead Designer, Mocap Director & Actor**

Project: **Fighting in Aden Gulf: Chapter II**
Platform: Android | October 2017   ▶ WATCH NOW

• Designed rail-shooter mechanics via a custom visual scripting engine.
• Wrote branching narratives and handled level/environment design.
• Directed and acted in full-body motion capture sessions.
★ Fighting in Aden Gulf: Chapter II was nominated for the best 3D achievement for mobile games at the 8th Iran Game Festival

Project: **Infinity Soldiers (Playable Demo)**
Platform : PC | June 2017   ▶ WATCH NOW

• Designed levels, mission flow, and gameplay loops.
• Helped develop an in-house visual scripting engine for designers.
• Directed cinematic mocap sequences and wrote in-game dialogues.

Project: **Fighting in Aden Gulf: 10 Degrees Turn**
Platform : PC | June 2013   ▶ WATCH NOW

• Supported inter-department collaboration during development.
• Contributed to level design, gameplay balance, and QA testing.
★ Fighting in Aden Gulf: 10 Degrees Turn won an honorary diploma for the best technical achievement at the 3rd Tehran Game Festival

Project: **Fighting in Aden Gulf**
Platform : PC | May 2012   ▶ WATCH NOW

• Initially joined as PR & Support, later promoted to Level Designer.
• Recruited and led new designers for ongoing studio projects.
★ Fighting in Aden Gulf was nominated for the best art directing and the best sound design and music at the 2nd Tehran Game Festival

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✦ **Alpha Gaming (May 2019 - Now)**

✧ **Head of Game Department**

Project: **Alliance at War II (Persian Edition)**
Platform : Android | August 2022   ▶ WATCH NOW

• Led content localization and cultural adaptation for the Iranian market.
• Designed narrative, in-game events, and monetization features tailored to regional players.
• Collaborated with Myket (Iranian Android app store) to manage release and optimize publishing outcomes.