



## Reza Hassani

### Principal Game Designer

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

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### About Me

When I was 6, my father bought me my first Nintendo console! and the first game I played was Battle City! I was interested in making levels for this game and after that... My adventures began! I started my career in 2006 by developing mini-games. I participated in developing many games for different platforms and I'm excited to dive into new adventures in my career and challenge myself!

### Languages

English      Persian

### Skills

- ★ Game & Level Design
- ★ Storytelling
- ★ C++ & C# Programming
- ★ Digital Painting
- ★ Project Management

## Work Experiences

### ◆ Alpha Gaming (May 2019 - Present)

#### ◆ Head of Game Department

Project: **Alliance at War II (Persian Edition)**  
Platform : Android | August 2022  
Link : <https://youtu.be/PaTcNS0xCM0>

I managed localization processes and designed Persian content and features for the game. Also, I had close collaborate with an Iranian Android app store named Myket to decrease publishing risks.

### ◆ Infinite Rage (October 2017 - January 2022)

#### ◆ Founder, Game Designer, Level Designer

Project: **Detective Puz**  
Platforms: Nintendo Switch, PC, Android, iOS | April 2020  
Link : <https://youtu.be/yIFsWMFv1ME>

I designed 45 different puzzles, levels, and gameplay mechanics of the game and create visual elements like shaders and particles! I managed the team and debugged the game for technical and visual issues. and at last, we published the game for different platforms like Nintendo Switch, Steam, Android, and iOS.

Project: **Zombie GO**  
Platform s: Android, iOS | January 2019  
Link : <https://www.youtube.com/playlist?list=PL8E2RcAtrGZCw8XGYoXFQ2FzM0IzXgHrE>

At first, I designed the core of the GO game and developed a simple prototype of the game. When the team confirms the idea, I made more than 50 different puzzles and levels for the game. I worked on lighting too so we achieved beautiful eye-catching levels!

★ **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  
Link : <https://youtu.be/Xcm aG0sW5qQ>

I designed the core of rail shooter mechanics for our visual script engine so that I can make the gameplay through it. Also, I designed character models, levels, and a story that related to the base game! Also, I managed and directed the motion capture process.

★ **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  
Link : <https://youtu.be/JlHbnZSqV5E>

I designed levels, missions, and gameplay mechanics. Also, I collaborated with the technical team to design a system for our designers to make gameplay easier, so we made a visual script engine for gameplay design. Also, I directed and act the motion capture process and wrote game dialogs.

Project: **Fighting in Aden Gulf: 10 Degrees Turn**  
Platform : PC | June 2013  
Link : <https://youtu.be/ddQl8-czMuY>

My duty was helping and connecting all of the departments to each other! Also, I was a part of the design team and collaborated in designing levels, gameplay elements, and quality testing to achieve the best result.

★ **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  
Link : <https://youtu.be/ykK294f2BjM>

I joined the project close to the end of development as the PR manager and customer support! After that, I worked as a Recruit manager for the design team and level designer for the studio.

★ **Fighting in Aden Gulf was nominated for the best art directing and the best sound design and music at the 2nd Tehran Game Festival**