



KIAN BADIEI

Technical Game Designer

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🌐 Kianbadiei.com

PROFESSIONAL EXPERIENCE

Used Car Salesperson and Support

2023 August – Present | Summit Auto Brokers

- Managed an inventory of 50+ vehicles, ensuring each was detailed, mechanically sound, and ready for sale, boosting customer interest and sales conversion.
- Advertised vehicles across multiple platforms, driving higher customer inquiries and engagement.
- Led the sales process from initial contact to final sale, consistently exceeding targets and ensuring high customer satisfaction.
- Coordinated with the team to optimize lot organization and sales strategies, improving operational efficiency and overall sales performance.
- Provided exceptional customer service by addressing inquiries and guiding customers through the purchasing process, enhancing customer trust and loyalty.
- Utilized AI-driven tools for targeted marketing and advertisement optimization, increasing customer engagement, lead generation, and sales conversion rate

Design Associate, Junior Programmer (Awaiting Publisher)

2023 April – 2023 August | Wero Creative

- Designed and developed core gameplay mechanics, including unit behaviors, resource management systems, and in-game economies, to create an engaging and strategic RTS experience.
 - Created five diverse levels to showcase core features in different gameplay scenarios, enhancing strategic depth and variety.
 - Conducted extensive research into historical conflicts and armies, drawing inspiration to design unique units and strategies that fit within the game's theme.
 - Developed the game's narrative, integrating historical and thematic elements to enrich the player experience and strengthen immersion.
 - Designed a future-proof game architecture, ensuring scalability and adaptability for potential future expansions and updates.
 - Leveraged AI to optimize game economy, fine-tune gameplay balancing, and streamline programming tasks, improving overall development efficiency and player experience.
 - Collaborated closely with the lead designer to ensure the vision and mechanics were effectively implemented while overcoming technical challenges.
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Game Designer, Project Management (Physics Phestival)

2022 November – 2023 April | George Brown College, McMaster University

- Led a team of 12 to design and deliver an educational game prototype, aligning gameplay mechanics with academic goals by collaborating closely with professors and stakeholders.
 - Developed the game’s physics problems to engage students in problem-solving while ensuring the gameplay remained educational and aligned with the curriculum.
 - Designed flexible systems allowing students to create and solve their own physics-based levels, enriching the educational experience.
 - Utilized AI to ensure physics accuracy, enhance programming efficiency, and assist in gameplay testing and bug detection, improving overall game quality and development speed.
 - Collaborated with professors to integrate real-world physics problems into the game, enhancing the learning process and engagement.
 - Conducted rigorous testing to ensure a polished and functional final product while refining gameplay mechanics based on feedback.
- Maintained documentation and held weekly meetings to ensure the team met milestones, keeping the project on track and efficient.

Technical Game Designer (Brush with Faith)

2022 November – 2023 August | 1 Game Daze

- Worked in Unreal Engine to prototype and implement gameplay systems.
- Developed and integrated a responsive combat system, including hit detection, reaction animations, and melee logic.
- Implemented animation sequences for attacks, damage, and death, ensuring smooth transitions and responsive gameplay.
- Designed and created real-time visual effects (VFX) to enhance feedback for combat actions and events.
- Collaborated with the lead designer to balance gameplay mechanics and pacing across combat scenarios.
- Provided technical assistance to teammates, helping them resolve issues and complete tasks when needed.
- Handled source control responsibilities using GitHub, ensuring consistent project stability and version control across the team.
- Focused on aligning animation timing with player input and system feedback for a polished player experience.

RELEVANT SKILLS

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|-----------------|-------------------------|------------------|----------------------------|
| • C++ | • Engine Development | • P4V (Perforce) | • Blender |
| • C# | • UI/Tools Programmer | • Photoshop | • Animation State Machines |
| • Unreal Engine | • GitHub | • Trello | • Game Physics |
| • Unity Engine | • Microsoft Office | • Game Economy | • Multiplayer Systems |
| • Design Tools | • Game Design Documents | | |
- AI-Assisted Development (Programming, Debugging, Optimization)
 - AI-Driven Game Balancing & Economy Design
 - AI for Gameplay Testing & Bug Detection
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Education

George Brown College
Ontario College Advanced Diploma, Game Programming

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