KIAN BADIEI

Game Designer

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</> Kianbadiei.com

PROFESSIONAL EXPERIENCE

2023 August – Present | Summit Auto Brokers

Used Car Salesperson and Support

- 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.
- Conducted post-sale follow-ups, ensuring continued satisfaction and fostering repeat business through personalized communication and support.

2023 April – 2023 August | Wero Creative

Design Associate, Junior Programmer (Awaiting Publisher)

- 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.
- 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.
- Integrated feedback from both students and faculty to continuously improve the game's functionality and educational value.

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

Game Designer, Project Management (Physics Phestival)

- 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.
- Analyzed gameplay data to identify areas of improvement, tweaking game balance and progression for a better user experience.
- Collaborated closely with the lead designer to ensure the vision and mechanics were effectively implemented while overcoming technical challenges.
- Maintained comprehensive design documentation and guidelines, ensuring clear communication across the development team.
- Conducted thorough internal testing and resolved bugs to ensure a polished and fully functioning game.

RELEVANT SKILLS

- C++
- C#
- Unreal Engine
- Unity Engine
- Design Tools
- Engine Development
- UI/Tools Programmer
- GitHub
- Microsoft Office
- Game Design Documents
- P4V (Perforce)
- Photoshop
- Trello
- Game Economy
- Blender
- Game Physics
- Multiplayer Systems

Education

George Brown College

Ontario College Advanced Diploma, Game Programming

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