



BASSAM

MASARWA






GET IN TOUCH.

-  — Breda, Netherlands
-  — (+31) 06-82906788
-  — bassam.masarwa96@gmail.com
-  — in/BassamDesign





SKILLS.

-  — Level Design
-  — Game Design
-  — Scrum Master
-  — Project Management
-  — Scrum, Agile, Lean & Kanban
-  — Mentoring & Hiring

SOFTWARE.






-  — Unreal Engine 4/5
-  — Unity
-  — Source 2
-  — Jira / Confluence
-  — Perforce & Git
-  — Adobe Suite / Affinity

LANGUAGES.

-  — English (Fluent)
-  — Arabic (Native)
-  — Hebrew (Fluent)
-  — Dutch (Beginner)

ABOUT ME.

I work with pillars:

-  Brief: Align the goal to the project brief.
-  Task oriented: How will we achieve our goal?
-  Iteration: Data drives future iterations.
-  Research: What's out there, what will innovate?
-  Feedback: What can I learn?

MY WORK.

H

[Huuuge](#) | Level & Game Designer | Jan. 2023 - Dec. 2023

Unannounced Online Social Party Game (Multiplatform)

- Top-down level design
- Competitor research
- Gameplay design, metaprogression design & balancing

Unannounced Hypercasual Mobile Game (iOS, Android)

- Market & target audience research
- Concepting
- Milestone planning

H

[Huuuge](#) | Level Designer & Scrum Master | Jan. 2022 - Dec. 2022

[Traffic Puzzle Match 3](#) (iOS, Android)

- Data driven level design (735 levels released)
- Competitor research & business analytics
- Sprint planning & hiring process

MY EDUCATION.

BUas

[BUas](#) | Alumni | 2017 - 2021

Flight Adventure: [Skye](#) (PC Steam)

- 230k+ downloads
- World design

Detective Game: [Notebook Detective](#) (PC Itch.io)

- 5k+ downloads
- Story, setting & level design

VR Shooter: Half-Life Alyx Mod (VR)

- Anti-motion sickness design
- Texture & Material pass



Amsterdam, NL

Tel Aviv, IL



Breda, NL