

Janna Al-Hashimy

Game and Level Designer

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≡ PROFILE

I am passionate about designing intuitive and engaging user experiences whilst being creative. Seeking ways to further develop skills and acquire knowledge in an evolving industry.

≡ EDUCATION

Honours Bachelor of Game Design

2021 - 2025

Sheridan College, Oakville, Ontario

Currently maintaining a 3.7 GPA

≡ SKILLS

- Level Design
- UX/UI Design
- Project Management
- Game Design
- Blueprint Scripting

≡ SOFT SKILLS

- Diligent
- Detailed Organized
- Responsible and reliable
- Works well within a team format

≡ TOOLS

- Unreal Engine
- Unity
- Github
- Excel
- Maya
- Illustrator
- InDesign
- C#
- Jira
- AutoCAD
- Sketchup
- Microsoft-Products

≡ LANGUAGES

- English
- Arabic

≡ PROJECTS

The Deadly Sands: Quest for the Lost Relic

Unreal Engine Fortnite Creative - Level Designer Timeline: 16 weeks

- Implemented beat flows diagrams for each stage of play, showcasing a structured design approach.
- Crafted an action and platform-based level, drawing inspiration from Uncharted and Tomb Raider games.
- Utilized visual scripting in engine to change materials within the level to enhance the overall appearance of the level.
- Developed gameplay combat against AI using C++ scripting in Verse, elevating the enemy combat system in the game.
- Produced flowcharts, beat diagrams, and 2D maps for meticulous planning of the main level design, providing a comprehensive visualization of the player's experience.
- Performed extensive playtesting to achieve the desired end product, ensuring optimal gameplay experience/outcome.
- Created captivating narrative to match with the theme of the level.

Screaming Army Game

Unity

Timeline: 1 week

Game Premise:

Developed a game in a team setting where the main mechanic revolved around one verb. The chosen verb was scream, within the game you collect an army of "screamers" each with unique audio by matching their pattern presented on the screen.

- Part of a design week challenge where I collaborated with a group of 4 people.
- Designed the main game design, level and basic programming functionality

≡ WORK EXPERIENCE

Omni-channel Specialist

Best Buy

October 2021 — September 2022

Burlington, ON

- Worked at the checkout desks, cashing customers out and performing returns while answering questions such as financing programs.
- Counted cash drawers, redeemed gift cards and price adjustments while also performing financing acts.
- Scheduled at fulfillment performing tasks such as picking up orders for customers and putting them aside for customer pickup and/or curbside.
- Welcomed customers walking into the store and advised them to the appropriate location based on their needs.