Sassan Nourian

Game designer

CONTACT

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Portfolio: https://sassanthedev.github.io/
Projects: https://sassanthedev.itch.io/

SUMMARY

I'm Sassan, a passionate game designer who loves to turn ideas into deep and immersive experiences. With hands-on expertise in C++, C#, and GDScript and using industry-standard engines like Unity and Godot, whether it's prototyping new mechanics, optimizing player flow, or building worlds from scratch, I'm eager to tackle any challenges.

My approach blends analytical thinking with artistic vision, ensuring that every mechanic and environment serves the player's journey.

I use git/GitHub, Trello, Microsoft office and other collaboration tools to communicate effectively with other team members.

Let's connect and build something extraordinary.

SKILLS

Game & Level Design

- System design
- Level design
- Gameplay design
- Character design
- Narrative design
- UI/UX design

Programming

- C++
- C#
- GDScript

Frameworks & Libraries

- SDL
- Boost
- STL

Softwares & Technologies

- Unity
- Godot
- Git
- Microsoft office
- Trello
- Photoshop
- Blender
- Ableton
- Visual Studio & Visual Studio Code

Leadership & Collaboration

- Agile development (scrum & kanban)
- Analytic problem solving (Root cause, TRIZ etc…)
- Vision holder & Team Catalyst

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