



## ABOUT

I'm a Game Designer and a Game User Researcher with around seven years of experience in game design. I have worked on multiple indie games, web3 games, VR games, casual games, and serious games, and I worked around UX topics as a PhD student.

I'm passionate about both creating and playing video games, and I like to face new challenges in bringing fresh ideas to life.

## SKILLS

Game Design

Level Design

Narrative Design

UX Design

Economy Design

VR/AR

Unity

NFT/ Metaverse Game Design

Computer Engineering

## LANGUAGE

English ————— Fluent

Persian ————— Native

Turkish ————— Native

## CONTACTS

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# VAHID RANANDEH

GAME DESIGNER - GAMES USER RESEARCHER

## WORK EXPERIENCE

### LEAD GAME DESIGNER

May 2022 - Oct 2022

#### Kitsumon

- I worked as the Lead Game Designer of "Kitsumon", an MMO Metaverse game with a variety of professions to engage in, and PvP MOBA battles to win.
- My responsibilities included creating game specifications and determining the core mechanics for different systems of the game, designing and balancing the complex virtual economy of the game, designing levels and arenas, designing questlines, and more.
- During my time at Kitsumon, I expanded my skills in blockouting levels, statistical calculations, and communicating ideas and concepts with team members.

### DIRECTOR, GAME DESIGNER

Feb 2016- Feb 2022

#### VOiD Games

- I was the Co-founder and Director of the independent team called VOiD. We made a story-driven puzzle platformer game called "Pursuit of Redemption", which is now available on Steam and will be released for Nintendo Switch as well.
- Besides leading and managing a team of six developers, I was also in charge of the game's narrative design, level design, puzzle design, and UX design.
- I designed over 50 platformer, puzzle, and top-down levels for the game, created storyboards for the cutscenes, wrote dialogues, and as an indie developer, I also helped with the programming of the game whenever needed.

### GAME DEVELOPER

Mar 2019 - Mar 2022

#### Legends of Learning

- I developed six educational games for Legends of Learning in various subjects of math and science for students in different grades. The games have received overwhelmingly positive reviews from technical reviewers, teachers, and students and are currently being played by thousands of students in various schools all over the world.
- I worked on the projects either solo, or as a team of three, and I designed the games based on learning objectives for each subject, and developed them for WebGL using Legend of Learning's API in Unity.
- These projects helped me broaden my knowledge of game development, and how to communicate with employers and reviewers to enhance my games based on feedback.

# EDUCATION

Ph.D., Computer Science

Sep 2022 - Present

**Ontario Tech University, Canada**

- As a Ph.D. student in the field of **Games User Research**, I conduct research around various subjects such as level of fidelity in VR interaction design, evaluation of game economies, and indie game development. My thesis subject is using AI agents to balance virtual economies of video games.
- I work at UXR Lab which provided me the opportunity to collaborate with different studios in the industry such as Ubisoft and Stitch Media on various projects and research around multiple topics with different teams.
- I manage UXR Lab's social media team where I am responsible for holding team meetings and providing tasks for the team members.
- I also teach as a "Teaching Assistant" at Ontario Tech university and I have taught several courses such as "Introduction to Game Design", "Game Sound", and "User Experience Research".

Master of Science, Software Engineering

Sep 2018 - Sep 2020

**University of Tabriz, Iran**

**GPA: 95.25%**

- I was the top rank of the class during my master's studies and I worked on developing an accessible VR Game Development Platform. The results of my works were published in my thesis, the title of which was: "Virtual Reality Game Development platform model based on Unity Game Engine".
- With the help of my professors, I held two conferences and workshops at University of Tabriz's Innovation Center to introduce VR Game Development to enthusiastic students.
- I also managed a team of 10 game developers to create a Virtual Reality video game to teach 3D geometrical objects and their properties for Iran's National Elites Foundation.

Bachelor of Science, Computer Engineering

Sep 2014 - Aug 2018

**University of Tabriz, Iran**

**GPA: 91.6%**

- I was the top rank of the class during my bachelor studies as well, and my B.S. project was developing a commercial AR game for one of the biggest brands of dairy products in Iran.
- I started University of Tabriz's game development lab at the university's Innovation Center, and we developed multiple games, during the four years of my Bachelor's Study, as well as mentoring and guiding other students to pursue game development. Several students spent their apprenticeships at our lab working on mobile games.
- I also worked in a team of five students and professors on a mobile application called "Teeleh" as a UX designer and data analyzer. Teeleh is an application to buy, sell, and trade new or used video games.

## OTHER EXPERIENCE AND PROJECTS

- UX Coordinator

Oct 2022 - Dec 2022

**Ubisoft Toronto**

I worked as a UX Coordinator for Ubisoft at our University, on a limited-time contract through a partnership between Ontario Tech University and Ubisoft. I researched around learnability of detection rules in stealth games.

- Project Manager, VR Game Developer

Sep 2019 - Nov 2020

**Iran's National Elite's Foundation**

I was the project manager and a VR game developer in a team of 10 programmers, designers, artists and marketers, working on a VR 3D Geometry learning game. The project was delivered to schools by Iran's National Elites Foundation to be used as a teaching method.

- UX Research

Dec 2019 - Feb 2020

**Paezan Studio**

After final agreements with Paezan Studio, I worked voluntarily on a temporary project of analyzing their online game, "Mafioso". I reverse-engineered the game and extracted and compared expected results with the real data provided by the studio and suggested methods of balancing the game based on player behavior.

- Fiction Writer

**Shadows of conscience**

I have been writing since 2008, and Shadows of Conscience is a collection of three of my short stories. Each story depicts a unique tale of people struggling with sorrow and fighting their shadows to discover themselves.