Faranak Razavi
Game Designer

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in https://goo.gl/lSXJpj

Work Experience

Spring 2017

Game Design Intern

Zynga Inc.

Research & Development: iMessage & Facebook Messenger Mobile Games
- Worked on two titles.
- Gathered market research and outlined missing opportunities.
- Paper prototyped game rules.
- Wireframed flows and game states using Balsamiq.
- Collaborated with Experience Design & Art team.
- Designed social features to support gameplay.

School Projects

Lead Game Designer & Engineer

CitizenAR Hackathon Winner

Fall 17

- "Tenderfeels", an AR app was one of the three winners at hackathon sponsored by CitizenAR to visualize the feelings that help self report events in neighborhoods.

:Face

Summer 2017

- Designed and developed an AR 2D facial masks in Unity/C#.
- Researched and tuned the OpenCV library for project's needs
- Tuned 2D masks for different resolutions
- Collaborated with a team of artists.
- Submitted the app to AppStore for review

Minos (https://goo.gl/VrizTa)

Fall 2016

- Designed and developed a 3D first person adventure game in Unity/C#.
- Developed narrative structure around Greek Mythology.
- Collaborated with team and documented game mechanics.
- Designed & implemented the combination of horror and puzzle games.
- FMOD implementation in Unity.
- Adopted agile methodology.

Echoed (https://goo.gl/FpVog1)

- Designed and developed a 2D sidescroller endless runner in Unity/C#.
- Tuned obstacles and visual cues to timing and pacing of music.
- Collaborated with a team of artists and audio designers.
- Adopted waterfall methodology.

Education

Academy of Art University, School of Game Development.

Fall 15 - Fall 17

MFA, Game Design

UC Davis

Fall 08 - Winter 12

B.S. Electrical Engineering;
Minor: Technical Management

Programs & Engines

- Unity
- Adobe Photoshop
- Autodesk Maya
- Microsoft Office Suit
- GitHub

Languages

- C#
- Git

Relevant Graduate Coursework

- Game Theory & Level Design
- Prototype Gaming
- Rapid Game Development
- Scripting for Games I & II
- System Design
- 3D Modeling

Undergraduate

- Communication Electronic
- Digital Systems
- Electronic Circuits
- Intro. To Computer Architecture
- NATCAR Design Project
- Signals & Systems

Interests

- Games
- Travelling
- Disney Collectibles
- Animations