

# Zaid Abuzahra

## Game Designer

---

Istanbul, Turkey | [zaidabuzahra2@gmail.com](mailto:zaidabuzahra2@gmail.com) | +905316178831  
[Portfolio](#) | [LinkedIn](#) | [GitHub](#) | [Itch.io](#)

### Profile

**Game Designer** specializing in puzzle/level design and rapid prototyping. Shipped mobile and jam titles; led small teams and authored clear GDDs/flows. Fluent in C# and Unity toolset; experienced in turning player feedback into tight mechanics and pacing. Passionate about creating impactful experiences and innovative designs.

### Skills

- **Design:** Game Design, Level & Puzzle Design, Systems Design, GDDs, Flowcharts, Playtesting, Balancing.
- **Unity/C#:** Prototyping, Prefabs, ScriptableObjects, Cinemachine, Timeline, NavMesh, Input System, Profiling, URP/Shader Graph.
- **Workflow:** Git, GitHub, Jira/Trello/Notion/Confluence, Agile, Branching & code reviews.
- **Engines:** Unity (primary), Unreal (intro C++/Blueprints).
- **Art:** Aseprite, Adobe Suite, Blender/Maya (basic).
- **Language:** Arabic (Native), English (Full professional), Turkish (A2), Japanese (A2)

### Experience

---

**Prism Realm LTD - Upwork** Sep 2024 – Present, Canada/Remote

#### Game Designer

- Lead game designer for **Little Woody**, an upcoming 2D PC/Mobile Point-and-Click Puzzle Adventure game on [Steam](#).
- Defined the core puzzle verb set and progression; designed **30+** puzzle rooms with gating, hinting, and accessibility paths.
- Iterated through **3** playtesting cycles to enhance game experience, reducing average solve time variance by **~25%**.
- Authored the **GDD**, level flowcharts, and puzzle spec documents; aligned designer/artist/engineer workflow.
- Took charge of marketing efforts on Reddit to attract the target audience and build a player community.

**Upwork** Jul 2024 – Aug 2024, UK/Remote

#### Freelance Game Developer

- Built a Unity prototype for a hybrid Tower Defense/RTS: point-based economy, recruitment queue, unlockable skill tree; modularized systems for designer-tunable difficulty ramps.
- Implemented greybox levels and telemetry hooks for time-to-first failure and APM, informing early balance passes.

### Projects

---

**Aqua Rush** (Android, 1 week ship) [Store Page](#)

#### Solo Developer

- Published an auto-runner with ad monetization using Unity's ad SDK
- Owned design, programming, and release ops (Play Console, signing, store listing).

**When Vines Whisper Lies** (PC, Graduation Project) [Store Page](#)

#### Team Lead, Developer, Designer

- Led a **4-person** team to create a solar-punk narrative adventure; designed interactive storytelling loop and moment-to-moment verbs; shipped playable demo.
- Implemented an interactive dialogue system to engage players with the story and improve player experience.
- Managed scope and dependencies; weekly playtests drove two mechanic pivots to reduce narrative dead-ends.

**Party Roulette** (PC, Game Jam) [Store Page](#)

#### Team Lead, Developer

- Coordinated a **4-person** jam team working on a turn-based party game; shipped on itch.io on time; focused on taking risks.
- Developed a modular system architecture allowing expansion and adjusting game features with minimal coding required.

### Education

---

B.Sc. **Digital Game Design** \*GPA 3.83/4.0 Sep 2021 - Jul 2025, Istanbul

#### Istanbul Bilgi University

Relevant Coursework: Game Design, Level Design, Monetization, UI/UX, Shader Programming,  
Supplementary Classes: Unreal Engine C++, Shader Development, Unity ECS