



Areez Memon

Game Designer


Dedicated Game Designer with a BSC in Computer Games Design and a strong passion for creating engaging and innovative gaming experiences. I am seeking a challenging career opportunity in a forward-thinking organization where I can leverage my technical expertise and continue to develop my skills.

areezallana@gmail.com 

+447990371053 

Glasgow, United Kingdom 

areezallana.com 

linkedin.com/in/areez-memon-82a470136 

WORK EXPERIENCE

Game Designer (Fixed Contract) Metal Games Studios

04/2022 - 08/2022

An indie Studio (<https://play.google.com/store/apps/dev?id=5523153216300081887>)

Achievements/Tasks

- Collaborated with clients to understand project requirements and followed their guidelines throughout the game development process.
- Spearheaded game ideation and concept development, driving creativity and innovation in project execution.
- Assumed various project management responsibilities, ensuring projects met timelines and quality standards.
- Conducted market research to stay informed about industry trends, and used key performance indicators (KPIs) to optimize prototypes and achieve lower cost per install (CPI).

Game Designer Caramel Tech Studios

10/2020 - 08/2021

Pakistan

<https://carameltechstudios.com/>

Achievements/Tasks

- Developed multiple games, including "Shape Match 3D," "Slice and Dice," and "Slide On," while actively contributing to ongoing projects for deeper insight.
- Analyzed trending games to create more refined prototypes, resulting in enhanced gameplay experiences.
- Led a team and coordinated efforts to achieve project goals, ensuring a high level of collaboration and productivity.

Student Mentor (Part time) Glasgow Caledonian University

10/2018 - 12/2019

Glasgow, UK

Achievements/Tasks

- Mentored and tutored high school students, assisting them in developing personal statements for further education, enhancing their chances of admission to top institutions.
- Facilitated creative tasks and activities for primary children, organizing educational outings to places like the Science Centre to foster their curiosity and learning.
- Guided fellow college students through the process of transferring to the university, providing valuable insights into university regulations and procedures.

EDUCATION

BSC Computer Games Design Glasgow Caledonian University

09/2016 - 09/2020

Glasgow, UK

SKILLS

Unity (basic)

Gameplay Design

QA testing

Story Writing/Dialogues

Unreal Engine

Blueprint Scripting

ACHIEVEMENTS

Chingchi Arena (GameJam Runnerup) (09/2022 - 09/2022)

Runner up of Rs.75000 in the gamebird by Epiphany Jam 2022 as a Gameplay Designer of 'Chacha Qinchi Wala'.

Death Defiance (GameJam Winner) (03/2022 - 03/2022)

Winner of RS 150,000 in the game Rev 2022 as the only game designer of 'Death Defiance' by team 'Loners'. Award received by the US Counsel General, Mr. Wil Makaneole.

GAME JAM PROJECTS

Chingchi Arena (08/2022 - 09/2022)

- Led game ideation, conceptualization, and quality assurance testing.
- Designed gameplay elements and conducted research on battle royale market trends to align with the theme.
- Managed project timelines and created a unique concept where traditional cars are used for combat.

Death Defiance (03/2022 - 03/2022)

- Analyzed and researched the theme, focusing on developing a 3D isometric puzzle game with a strong emphasis on gameplay.
- Responsible for game design, mechanics, concept creation, and audio/sound effects.
- Incorporated market trends into the game's genre, introducing puzzle elements to enhance player engagement and choice-making.

UNIVERSITY FINAL PROJECT

ScoutsOdyssey (05/2023 - 08/2023)

With 'The Chinese Room' as our Mentor, I Took on the role of Narrative Designer and Story Writer, shaping the game's storyline and narrative elements.

Time Escape (11/2023 - 12/2023)

Solo developer for 'Time Escape,' leading development and design of the 2D endless runner game. Managed game mechanics and implemented code.