

HAMIDREZA KARIMI

Technical Game Designer | Level Design | Sequencer

hamid.karimi1380@gmail.com | linkedin.com/in/hamid-reza-karimi | UAE (Open to Remote)

SUMMARY

Technical Game Designer with 3+ years of experience delivering mobile game content and systems end-to-end. Strong in Unreal Engine prototyping and implementation (Blueprints, Sequencer, Niagara, Materials), with a production mindset: rapid iteration, clear documentation, playtesting, and cross-team coordination. Contributed to shipped mobile titles with 80,000+ downloads, improved engagement by ~40%, and designed/balanced 1,000+ levels.

WORK EXPERIENCE

Game Designer

Mirka Games—Tehran(Remote)

11/2024 – Present

Independent game studio founded in 2023, focused on building mobile game experiences with an emphasis on creativity, iteration, and product quality.

- Prototyped and iterated on gameplay features and level content; validated via playtests and player feedback.
- Authored design documentation and implementation guidelines to streamline production (GDD, feature specs, level rules).
- Built and tuned levels based on difficulty curves and player behavior; ensured consistent pacing and challenge.
- Analyzed user data and feedback to improve levels and reward systems; contributed to approximately 40% engagement growth.
- Created and iterated level presentations and sequences using Sequencer to improve onboarding and pacing.
- Led iteration discussions after playtests, turning qualitative feedback into clear action items and design updates.
- Coordinated cross-team communication (design/art/engineering) to keep features and content on track and unblock production.

Game UX Designer

Core Game— England(Remote)

09/2024 – 12/2025

Web3-oriented product/gamification company exploring blockchain-enabled user experiences; active in the games industry's metaverse/Web3 ecosystem.

- Reported QA issues; improved checklists, documentation, and process visibility.
- Contributed to market research to identify trends and user needs.

QA / QC

Artin Game— (Remote)

04/2024 – 09/2024

Casual and hyper-casual mobile game studio working on international projects, with a focus on rapid production and market-driven iteration.

- Designed UX flows and UI concepts for blockchain-oriented users using Figma/Sketch.
- Collaborated with art and engineering to ensure UX intent matches final implementation.
- Designed themed environments/content sets (e.g., 3 planets: Mars, Jupiter, Saturn) aligned with product goals.

Game Designer

Medrick Games— Tehran

07/2023 – 12/2023

Video game publisher and development company founded in 2008, with a broad portfolio across mobile and PC and a strong presence in the MENA region.

- Playtested builds and evaluated quality; documented issues and improvement suggestions.
- Created technical notes/training docs to support team alignment and iteration speed.
- Prototyped and tested new game concepts to evaluate fun factor and feasibility.
- Supported level building and balancing based on difficulty and player experience.

Skills

Design: *Gameplay Design, Systems Design, Mechanics, Level Design, Balancing/Tuning, Narrative, UX Collaboration*

Production: *Gameplay Prototyping, Level Scripting, Playtesting, Iteration, Documentation (GDD/Feature Specs)*

Unreal Engine: *Blueprints, Sequencer, Niagara (VFX), Materials*

Tools: *Trello, Git, Figma, Sketch, Machinations, Gaea*

EDUCATION

B.Sc. Computer Engineering (AI Track)

Malayer State University

2019-2024

Training / Courses

- Self-Directed Training (3+ years) — Unreal Engine (Blueprints, Sequencer, Niagara, Materials) | Ongoing
- Game Design Reading & Practice — systems design, economy/progression, level pacing, UX heuristics | Ongoing
- Game Jams / Workshops — Global Game Jam 2025, Boardgame Jam | 2025
- Personal Project R&D — rapid prototyping, playtesting, iteration loops | Ongoing

LANGUAGES

English — B2

Key Achievements

- *Winner — Best Puzzle & Mystery Game (National)*
- *80,000+ downloads across shipped mobile titles.*
- *~40% engagement growth via data-driven iteration (Day 1 through Year 1).*
- *Designed and balanced 1,000+ levels using difficulty curves and pacing rules.*
- *Supported launch of 2 mobile titles through cross-team coordination.*

REFERENCES

Available upon request