

BASSIM ALJEBORI

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LEVEL DESIGNER | GAME DESIGNER

HIGHLIGHTS

- Level & Combat Designer on Unannounced MMO ARPG
- Level Designer on Oddworld: Soulstorm (PS5)
- Level & Game Designer on H1Z1
- Mobile Game Designer for Orbulous
- Expert Unreal Engine, Unity, Epic's GAS, and Adobe Suite knowledge
- 3D modeling knowledge using Maya and Blender
- Set dressing and object placement
- Visual Scripting, prototyping and balancing skills

Technical Skills: • Unreal Engine 5 • Unreal Engine 4 • Unity • ForgeLight Engine • Jira • Confluence • Maya • Blender • Photoshop • LucidChart • Perforce • SVN • Microsoft Suite

EXPERIENCE

Designer - Axis Game Factory, "Unannounced Amazon MMO"
(2020 -2023)

As Level Designer

- Ownership over entire levels from paper design to ship-ready
- Greyboxed entire levels to include all narrative and gameplay beats per direction
- Designed and implemented puzzles, challenges and platforming within levels
- Designed & balanced combat encounters within levels
- Maintained procedural map generated dungeon levels
- Created and implemented dungeon rewards
- Worked with artists to fully realize concept art and gameplay flow.

As Combat Designer

- Ownership over Class & Player Ability design and implementation
- Proxied Animation Montages & Attack Timings for Player Abilities
- Implemented Player Abilities using Blueprint and GAS system.
- Worked with Leads and Directors to iterate Classes, Progression & Player Abilities
- Planned and executed Art-to-Design pipeline for all Player Abilities
- Maintained Combat Design Documentation

**Level Designer - Axis Game Factory, “Oddworld: Soulstorm” (PS5)
(2019 - 2020)**

- Design ownership of entire level from paper design to ship-ready
- Used Unity to block out geometry for levels and create interesting gameplay puzzles
- Edited and created Prefabs to use globally through Unity
- Scripted key combat sequences & set-pieces throughout game
- Implemented in-game cutscenes and animated environmental cues

**Level Designer - Daybreak Game Company, “H1Z1” (PC & PS4)
(2017 - 2018)**

- Used ForgeLight Engine to design and iterate play spaces within the core map
- Sculpted terrain and vertex painted terrain maps
- Ownership over various Points of Interest across the open world map
- Greyboxed several layouts for a massive multiplayer shooter experience
- Set dressing of various areas in open world map
- Created and placed loot reward prefabs in the entire map.

**Game Designer - APPatheia, “Orbulous” (Mobile)
(2018 - 2018)**

- Ownership of puzzle gameplay of match-3 game
- Created and maintained Design Documentation for Gameplay Systems
- Implemented designs in collaboration with Engineering team

Education

**Bachelor of Science (B.S.), Game Art and Design, The Art
Institute of California: San Diego**

**Bachelor in Fine Arts(B.F.A), Fundamentals of Art, Art
Instruction Schools**