

# Areez Memon

Game Designer

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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.

## EDUCATION

### BSc Computer Games Design Glasgow Caledonian University

10/2016 - 11/2020

Glasgow

#### Courses

- Game Design
- UX Design
- Game Programming (C#)
- Level Design
- Narrative Design

## WORK EXPERIENCE

### System Support Officer Homatz

05/2024 - Present

Glasgow

E-Commerce (Quality Home Goods & Essentials)

#### Achievements/Tasks

- Reduced system downtime by 20% through quick troubleshooting and proactive monitoring, improving team productivity.
- Decreased ticket resolution time by 30% by streamlining the help desk process, leading to faster problem-solving and less disruption.
- Improved new hire onboarding efficiency by 25% by optimizing training and documentation, helping staff become productive faster.
- Upgraded hardware and software with vendor coordination, increasing system performance and reliability by 15%.
- Ensured security compliance, reducing potential system vulnerabilities and improving overall data safety.

### 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.

## SKILLS

Excel

Unity (basic)

Gameplay Design

QA testing

Story Writing/Dialogues

Unreal Engine

Blueprint Scripting

Video Editing

Stock Management

Marketing Strategy

## 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.

## ADDITIONAL SKILLS

### Inventory Management

Improved stock and inventory management using Excel, reducing out-of-stock issues by 25% and cutting re-stocking time by 20%.

### Video Editing

Developed video editing skills for social media product showcases, increasing product visibility by 15%.

### Marketing Strategy

Contributed to inventory reporting and marketing strategies that enhanced product awareness.

## UNIVERSITY FINAL PROJECT

### 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.