

# Rana Jahani

## Game Designer

✉ jahani.rana@gmail.com

📍 Boston, MA (Open to Relocation)

🌐 www.ranajahani.com

🌐 linkedin.com/in/rana-jahani

## 🎓 EDUCATION

### MS in Game Science and Design

Northeastern University

06/2020 – 04/2023 | Boston, MA

GPA: 4.0/4.0

### Design Drawing Certificate

Tehran University

12/2016 – 12/2017 | Tehran, Iran

### BS in Software Engineering

Qazvin Azad University

09/2011 – 06/2016 | Qazvin, Iran

## 🎮 SKILLS AND TOOLS

### Game Design

Level Design • Systems Design •  
Mission Design • Rapid Prototyping

### Game Engine & Software

Unreal 5 • UEFN • Unity •  
Adobe Photoshop

### Programming Languages

C++ • Unreal Blueprints • C#

### Documentation & Version Control

Miro • Trello • Google Workspace •  
Git • GitHub

## 🧩 VOLUNTEER

### Conference Associate

Game Developers Conference 2024

03/2024 | San Francisco, CA

## 📁 PROFESSIONAL EXPERIENCE

### Game Designer and User Researcher

Ghostlab, Northeastern University

01/2024 – present | Boston, MA

- Developing a virtual escape room in Unreal Engine, focusing on enhancing problem-solving skills through immersive puzzle-solving experiences in PC, VR, and AR platforms
- Conducting qualitative and quantitative research on game development and XR projects by organizing user testing sessions and analyzing user behavior data to identify patterns and insights for improving serious games and XR applications
- Collaborating with cross-functional teams to facilitate research studies, communicate findings, and guide product development in an iterative process, enhancing serious games and XR applications
- Co-authoring research papers to share insights and contribute to academic and industry advancements in game design and XR

### Level Designer

Baka Bros Entertainment

01/2024 – 04/2024 | Bellevue, WA

- Designed and constructed tracks for Chaos Kart, a multiplayer racing game within Unreal Engine, increasing player engagement
- Leveraged level design techniques to engineer strategic risk-reward scenarios to ensure a balanced player experience
- Collaborated with the design, art, and programming teams to refine layouts and improve overall gameplay flow
- [Link to Playable Demo on Steam](#) 🔗

## 📁 PROJECTS

### Abandoned Mill Town | Action-Adventure 🔗

Level Designer, Technical Game Designer

- Developed level blockout for a quest in Unreal Engine, prioritizing player engagement in exploration, combat, and puzzle-solving
- Established a cohesive environmental narrative by thoughtfully placing structures, buildings, and props throughout the level
- Scripted character mechanics and interactions using Unreal Blueprints, enhancing gameplay depth and player immersion while ensuring smooth and seamless gameplay mechanics

### VR Two-gether | Cross-Platform Co-Op Multiplayer Game 🔗

Game Designer, Level Designer

- Designed innovative mechanics and levels in Unity, crafting engaging cooperative challenges and tutorials for both PC and VR platforms to increase player engagement
- Coordinated development tasks within the team members using Trello and scheduled regular feedback sessions to facilitate team communication