

# Kamal Shaddad / Senior Level + Game Designer

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## /PROFILE

Senior Game and Level Designer with 3+ years of professional experience shipping narrative-driven VR and mixed reality titles across Meta Quest, PSVR2, and SteamVR. Student BAFTA-nominated for Tales from the Rift. At Maze Theory I progressed steadily from Junior through to Senior level across three shipped titles, taking on broader design responsibilities including leading reviews and mentoring team members.

## /CORE SKILLS

- Level Design (3D, Narrative driven)
- Game Design & Mechanics Prototyping
- Rapid Prototyping & Iteration
- Documentation (2D Maps, Puzzle Design)
- Design Leadership Mentoring & QA Support
- Unity / Unreal Engine / C# / Visual Scripting
- Maya / Blender | Photoshop / Miro
- Git / Perforce / Fork | Jira / Clickup
- Cross-discipline Collaboration

## /PROFESSIONAL EXPERIENCE

**Level Designer** / Thief VR: Legacy of Shadow / Maze Theory / Feb 2024 - Dec 2025

**A Stealth Immersive Sim - META QUEST / PSVR2 / STEAMVR**

- Owned end-to-end level design on half of all shipped VR levels, with contributions across the full game, from blockout through to final polish, meeting publisher and director sign-off
- Collaborated closely with Lead and Narrative Designers to deliver cohesive story-driven environments
- Led design reviews across the team and pitched additional gameplay features beyond scope that shipped in the final product
- Iterated on levels based on user testing and stakeholder feedback, improving player clarity and pacing ahead of launch

**Game & Level Designer** / The Infinite Inside / Maze Theory / Sept 2023 - Feb 2024

**A Mixed Reality Puzzle Game - META QUEST / PSVR2 / STEAMVR / PICO 4**

- Partnered with the Creative Director to prototype the core game loop, establishing the foundational design for production
- Designed and delivered the final 3 levels, balancing puzzle complexity with narrative reward.
- Developed scale-shifting mechanics unique to the mixed reality, where environmental transitions changed player perspective and unlocked new interactions

**Junior Game Designer** / Peaky Blinders The Kings Ransom / Maze Theory / Oct 2021 - Sept 2023

**A Narrative driven Action / Adventure game - META QUEST / PSVR2 / STEAMVR / PICO 4**

- Conceptualised, pitched, and prototyped gameplay mechanics that shipped in the final product
- Designed and iterated on level layouts in collaboration with Senior Designers and Artists
- Co-led the design and implementation of DLC content under tight production deadlines

## /ADDITIONAL EXPERIENCE

**Level Designer** / Environment Artist (Contract) / Duelshot / 2021

- Created Unreal Engine blockout levels for pitch decks and marketing
- Designed explorable environments for promotional materials

**Senior Flame Assistant** / ENVY Post Production / 2015 - 2018

- Used Flame compositing software to support Operators in the onlining process, conforming, preparing artwork.
- I provided Quality Control for the delivery of adverts for clients such as FitBit, Channel 4 and Redbull

## /EDUCATION

MA Games Design & Development / National Film and Television School / 2019 - 2021

BA (Hons) Editing & Post Production / Ravensbourne / 2011 - 2014