

Kamal Shaddad/Game + Level Designer

kamal.shadd@gmail.com +447879256503 <https://www.kamalshaddad.com/>

/PROFILE

I'm a Designer with 3+ years of professional experience in VR and narrative-driven games and a student BAFTA nomination. At Maze Theory I was a key Level Designer on Thief VR, established the core game flow for The Infinite Inside and took ownership of multiple levels in Peaky Blinders. I'm Inquisitive in nature, hard working, a voracious learner and a great team player. I've a strong background in rapid prototyping, iteration and cross discipline collaboration using Unity and Unreal.

/CORE SKILLS

- Level Design (3D, Narrative driven)
- Game Design & Mechanics Prototyping
- Rapid Prototyping & Iteration
- Documentation (2D Maps, Puzzle Design)
- Player Pacing & Environmental Storytelling
- QA Support
- Cross-discipline Collaboration
- Team Leadership Skills

/TOOLS

- Unity / Unreal Engine
- C# / Visual Scripting
- Maya / Blender
- Photoshop & Miro
- Git / Perforce / Fork
- Jira / Clickup

/PROFESSIONAL EXPERIENCE

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

A Stealth Immersive Sim - META QUEST / PSVR2 / STEAMVR

- Owned the full level design process for 3 shipped VR levels, from initial layouts and blockouts through polish and balancing based on user feedback and playtesting.
- Collaborated closely with Lead and Narrative Designers to deliver cohesive story-driven environments
- Pitched Design specs to expand on additional gameplay features, implementing them as well
- Iterated on levels based on User Testing, Publisher and Director feedback

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

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

- Worked with the Creative Director to conceptualise and rapidly prototype core game flow
- Designed, iterated, and polished the final 3 levels of the game
- Collaborated with Narrative Design to deliver a rewarding story experience

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