

BAQIR SHAH

Experienced Level Designer | Creative Lead

📞 972 997-1147

🌐 <http://www.baqirshah.com>

✉ bakershah@hotmail.com

📍 Houston



EXPERIENCE

Level Designer II (Senior Level Designer)

Pipeworks Studios — Client Projects: Naughty Dog, Atari, Ember Lab

📅 06/2025 - 06/2026 📍 Eugene, United States

- Contributed level design work across multiple partner projects, including *Unannounced project* with Naughty Dog, *Godzilla: Destroy All Monsters Melee Remastered* with Atari, and *Kena: Scars of Kosmora* with Ember Lab.
- Designed, implemented, and iterated on gameplay spaces, combat encounters, puzzles, traversal areas, and exploration layouts to support pacing, readability, and player flow.
- Supported *Kena: Scars of Kosmora* by owning and shipping 1+ hour of side content, contributing to core gameplay progression and the overall player experience.
- Contributed to the Seattle map for *Godzilla: Destroy All Monsters Melee Remastered*, helping shape arena layout, out-of-bounds design, building placement, and level art composition.
- Supported level design efforts on an *Unannounced project* in collaboration with Naughty Dog, focusing on cinematic gameplay spaces, traversal flow, and high-quality level execution.

Design Director

Engaged Media Studios

📅 03/2024 - 07/2025 📍 Houston, United States

- Led the design and development of immersive AR and VR experiences, including an augmented reality fan application for the National Football League and a first-person historical VR experience set in the 1920s Tulsa.
- Designed user-centered experiences using Figma for prototyping and Unity for implementation, translating interactive concepts into production-ready AR and VR applications.
- Designed storytelling to let users explore accurate environments and contrasting narratives for educational and emotional impact.
- Managed end-to-end project execution while leading cross-functional teams of designers and engineers, ensuring alignment with creative vision, technical constraints, and client goals.
- Leveraging game design expertise in directing user-centered design, prototyping, and collaborative development to create intuitive and engaging product experiences.
- Managing a team of five individuals, from designers to engineers, fostering a collaborative and diverse environment.

Senior Level Designer

Lost Boys Interactive | Gearbox Software

📅 05/2023 - 03/2024 📍 Remote

- **Unannounced Title:** Led a development pod in collaboration with 2K and Gearbox on an unannounced title, overseeing the design of a key game zone.
- Drove the creation of level layouts, combat encounters, and visual focal points, delivering high-quality gameplay experiences and memorable in-game moments.
- Collaborated with cross-functional teams, including producers, leads, artists, engineers, and project managers, ensuring timely completion of milestones and project goals.
- Engaged with stakeholders at Gearbox to align the level design with the game's IP vision and narrative beats, enhancing the overall player experience.

SUMMARY

- Experienced Level Designer and Creative Lead with over 13 years in the game industry on F2P Mobile, AR, VR, and AAA games.
- I've demonstrated a proven track record of creating immersive and engaging game environments.
- Proficient in utilizing industry-standard design tools and possessing a deep understanding of game mechanics, pacing, and player experience.
- Adept at collaborating with cross-functional teams to bring creative visions to life, while consistently meeting project timelines and quality standards.
- Strong problem-solving skills and a passion for pushing the boundaries of interactive storytelling.

SHIPPED TITLES



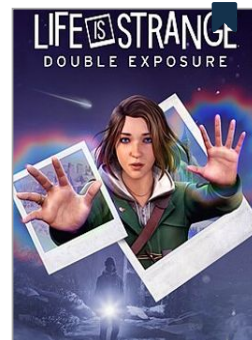
Kena Scars of Kosmora

Ember Labs



Life is Strange Reunion

Deck Nine | Square Enix



Life is Strange Double Exposure

Deck Nine | Square Enix



Godzilla Melee Remaster

Atari | Pipeworks

EXPERIENCE

Lead Level Designer - Life is Strange DE

Deck Nine Games

10/2021 - 04/2023 Remote

- Directed the Level Design for Life is Strange: Double Exposure, leading a team of designers in creating immersive and emotionally impactful environments.
- Spearheaded the development of greyboxes for all in game spaces and led the creation of the fictional world of Caledon University while collaborating closely with narrative teams during script development.
- Worked hand in hand with writers and narrative designers to ensure level designs supported both the script and key gameplay moments, maintaining a seamless blend of story and interaction.
- Led cinematic prototyping efforts, designing block outs for cutscenes and camera work using proprietary tools, setting the foundation for the cinematic team's final pass.
- Provided mentorship and training to junior designers, fostering skill development and strengthening the team's overall capabilities.

Senior Designer | Level Design Lead

Imangi Studios

10/2019 - 10/2021 Raleigh NC

- Temple Run Legends:** Defined and shaped the level design vision for Temple Run Legends & Temple Run Adventure, playing a key role in the creative direction of these titles.
- Developed numerous level design prototypes, ranging from basic gameplay mechanics to complex design scenarios, that influenced the game's overall design strategy.
- Established level design metrics, including environment size, scale, and length, to ensure cohesive and engaging gameplay experiences.
- Spearheaded the development of studio-wide level design tools and procedural generation systems, enhancing the efficiency and scalability of level creation for both current and future projects.
- Led, mentored, and trained the design team, ensuring milestone goals were met and junior team members were equipped with the best practices and tools to succeed in level design.
- Pitched innovative design concepts to leadership, contributing to defining the game's vision and aligning the team's efforts with long-term objectives.

Level Designer - Fortnite

High Voltage Software

07/2019 - 10/2019 New Orleans LA

- Worked in collaboration with Epic Games in designing and building levels for Fortnite: Save the World PvE mode, contributing to the game's overall success and player engagement.
- Spearheaded the design of dungeon levels for the Save the World mode, utilizing Unreal Engine 4's modular level design system to create dynamic, replayable environments.
- Developed and optimized level layouts for major Points of Interest (POIs) and landmarks in Stonewood and Plankerton, enhancing gameplay flow and player experience.
- Proactively identified and resolved critical level layout issues in Canny Valley, Stonewood, and Plankerton, improving game stability and reducing bug reports.
- Instrumental in the creation of POIs for the Frostnite 2019 event, directly contributing to the event's success and player retention during a key seasonal update.

Senior Designer

BitLoft

01/2018 - 06/2019 Remote

- Senior Designer on an educational game called The Crystal Core.
- Managed the design team and led the execution of level design on the game.
- Led level design efforts with world building and implementing gameplay.
- Helped build over 150 levels utilizing modular level design techniques.
- Communicated goals and progress to lead designer daily.
- Worked with programming team and prototyped designer tools for cinematics and gameplay in Unity to ensure they met design team needs.
- Animated cameras and scripted cinematic events.

SHIPPED TITLES



Tiny Tina
Wonderlands

Gearbox Software



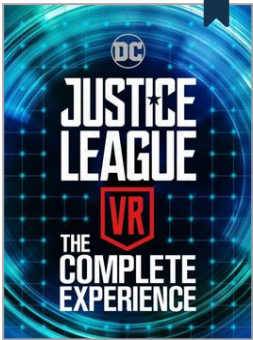
Temple Run
Legends

Imangi Studios



Fortnite

Epic Games



Justice League VR

Warner Bros



The Sandbox 2

Pixowl

SKILLS

Unity 3D	Unreal 5	Blueprint	C#
Perforce	GitHub	Maya	Photoshop
Illustrator	Jira	Confluence	
Level Design	Cinematic Design		
Figma			

AWARDS & RECOGNITION

Forbes 30 Under 30 2023

Indie Prize Nominee 2014

Intel IDF Showcase

EXPERIENCE

Technical Level Designer

Method Studios

📅 07/2017 - 12/2017 📍 Santa Monica CA

- **Justice League VR:**
- Collaborated with Method EXP, DC and Warner Bros on Justice League VR.
- Aquaman: Created level layouts, and scripted the combat system along with balancing gameplay and scoring.
- Batman: Designed and implemented level collision and respawn system for the Bat mobile and level environment.
- Wonder Woman: Assisted in implementing level collision and adjusting nav mesh for enemy AI.
- Prototyped designs for a custom rumble system that worked across multiple VR platforms and implemented it into the Aquaman, Batman and Superman levels.
- Assisted Audio and UI team with setting up loading screens in Unity and implementing localization of over 10 languages for all in game dialogue and text.

Game Designer

castAR

📅 01/2017 - 06/2017 📍 Salt Lake City UT

- **The Video Game Show (Re released under Tilt Five)**
- Worked with internal studio Eat Sleep Play to develop new AR games and experiences.
- Game Design: Helped create unique game designs and mechanics to showcase the castAR system.
- Level Design: Did level layouts and scripted gameplay sequences for mini-games.
- Systems Design: Created unique gameplay systems for progression, rewards, and multiplayer.

EDUCATION

Associate of Arts AA in Game Development

Academy of Art University

📅 12/2016

KEY ACHIEVEMENTS



I have designed games for almost every major genre and platform in the industry.

Over the course of my 13 years in games I have had the opportunity to work on AAA, mobile, AR, VR, & Edutainment games. This provides me with a unique perspective when tackling day to day design problems.



Projects I have worked on have brought in millions of players.

I'm very proud of having worked on some of the biggest games and IP's in this industry which is enjoyed by hundreds of millions around the world.