



Saam Pahlavan: Independent Game Developer

<http://www.saampahlavan.com>

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Experience:

Microsoft and SCAD Collaboration Project – Savannah, GA

January 2013 – March 2013 Content Designer

- ◆ Contributed to design of a project sponsored by Microsoft Studios through the SCAD Collaborative Learning Center

KingsIsle Entertainment – Austin, TX

June 2012 – August 2012 Game Design Intern

- ◆ Contributed to fixing bugs / design with UI, play tested, and reported bugs on popular Family MMORPG Pirate101 (<https://www.pirate101.com/>)

Projects:

Disorder, Fall 2012 - Current – Programmer / Level Designer

- ◆ Responsible for most of the game's initial code
- ◆ Created level mechanics, set dressed, and obstacles
- ◆ Collaborated with Sound Designer, Gameplay Lead, and Art Lead
- ◆ Winner of Captivate Conference 2013 Student Competition

Secret Formula, Fall 2013 – Artist / Level Designer

- ◆ Responsible mapping out obstacles / level flow
- ◆ Created narrative / story arc
- ◆ Winner of the 2013 Indie Speed Run

Education:

Bachelor of Fine Arts in Interactive Design and Game Development

Savannah College of Art and Design – March 2013

- ◆ Dean's List – 3.97 GPA
- ◆ Summa Cum Laude
- ◆ SCAD Artistic and Honors scholarship

Skills:

- ◆ Unity
- ◆ Actionsript 3.0
- ◆ Javascript (Unity)
- ◆ Flixel
- ◆ Photoshop
- ◆ Game Design
- ◆ Level Design
- ◆ Flash CS5
- ◆ TortoiseSVN
- ◆ 2dToolkit

Other Accomplishments / Activies:

- ◆ Communications Coordinator for SCAD Game Development Network (Spring 2011 – Spring 2012)
- ◆ Winner of the Rooster Teeth 2013 Game Jam
- ◆ Host of The Loading Screen Podcast (<http://www.loadingscreenpodcast.com/>)