



SASSAN NOURIAN

TECHNICAL & SYSTEM DESIGNER

CONTACT

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SUMMARY

I'm a **technical and system designer**. My goal is to create engaging player experiences through meaningful mechanics. I believe in **elegant** design that achieves depth without unnecessary complexity. I'm committed to continuous learning and refining my craft through iteration. I approach every project as an opportunity to become a better designer.

EDUCATION

Bachelor of electrical engineering

SKILLS

Technical design

- Gameplay prototyping
- Gameplay scripting
- Technical design documentation
- Feature implementation
- Systems architecture
- AI behavior design
- Data-driven workflows
- Engine integration

Systems design

- Core loops & mechanics
- Progression design
- Economy design
- Combat design
- Player motivation
- Balancing & tuning
- Emergent gameplay
- Difficulty design

Programming

Frameworks & Libraries

- SDL
- Boost
- STL

Software & technologies

- Unity
- Godot
- Git & GitHub
- Markdown
- Microsoft office
- Trello
- Photoshop
- Blender
- Ableton
- Visual Studio & Visual Studio Code

Leadership & Collaboration

- Agile development (scrum & kanban)
- Analytic problem solving (Root cause, TRIZ etc...)
- Vision holder & Team Catalyst

Languages

- Persian (Native language)
- English (C1 level)
- Japanese (N5 level)