

BRIAN BARIKHAN

System and Tech Designer

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SKILLS

- Unreal Engine 5
- Unity
- C# and C++
- Game and System Design
- Level Design
- UI Design
- Agile Project Management
- Documentation
- Excel
- Strong Planning and Communication

EDUCATION

Game Design, Tech and System Specialization

Future Games
2024 - 2026

Bachelor Of Game Design and Project Management

Uppsala University
2021- 2024

LANGUAGES

- Arabic - Native
- English - Fluent
- Swedish - Fluent

EXPERIENCE

Level Designer 2023 - 2024

Uppsala University/Campus Gotland

- Hired by the university to build an alien planet used in an upcoming course.
- Created a blockout and iterated on the level based on Product Owner and Player Feedback.
- Prototyped mechanics and documented simple game systems.
- Organized playtests and wrote playtest questionnaires.

Systems and Tech Designer 2023

Staircase Studio

- Designed 6 cooperative puzzles for two players.
- Scripted simple puzzle mechanics.
- Acted as manager and scrum master for the project.
- Modelled simple assets.
- Oversaw playtests and documentation.

Achievements

- **Gamer's Choice Award** - Swedish Game Awards 2025
- **Best Tech Nomination** - Swedish Game Awards 2025
- **First Place Europe GJ+ 2023** with credits in design and Management
- **Best Game Level Design Nomination**- Gotland Game Conference 2023
- **Best Game Design Award** - Gotland Game Conference 2022

REFERENCE

Michael Hiessboeck

Game Design Program Coordinator and Lecturer.

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