



Anahid Attaran

I'm an enthusiastic game and level designer currently based in Copenhagen, and passionate about making meaningful games and artistic ones. My cultural and educational background has given me a unique insight into game development. Adding that to my wide range of skills, creates a magical combination that I use for my design process and game development.

CONTACT INFO

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LANGUAGE

Persian | Native

English | Full Proficiency

Danish | Beginner

SKILLS

Design	Softwares
Game Design	Unity
Level Design	Visual Scripting
Spatial Design	Photoshop
Narrative Design	Illustrator
User Research	Blender
Prototyping	Rhinoceros 3D
Scrum	Premier
Visual Design	

INTERESTS

New Experiences, Learning new things, Traveling, Game Jamming, Creating, Illustrating, Socializing

EXPERIENCE

Freelance Artist/Designer | Copenhagen 2020 | Present

- Continuing to develop my personal project, Behind the Seas.
- Working as a freelance designer and artist.
- Improving my game design skills.

Solo Developer | [Behind the Seas](#) (Master Thesis) | KADK 2020 | 2020

An interactive visual novel about home and immigration inspired by my personal journey of immigrating from Iran with a focus on game & level design and narrative design.

- Working on all aspects of game development in parallel as a solo developer.
- Expressing the story through game mechanics and designing game play that both:
 1. Translated unfamiliar/abstract emotions and concepts to solid, understandable context.
 2. Introduced an unfamiliar environment (country) with its own rules.

Quality Assurance & User Research Manager [Enhance](#) | DADIU, Copenhagen 2019 | 2019

A student production with a team of 13, published on google play.

- Organized weekly playtest sessions with my specially designed questionnaires.
- Close communication with the other departments to design solutions or transfer testing conclusions and bug fixing.
- Leading the game to a more enjoyable, understandable one for players.

Volunteer | Nordic Game Jam, Copenhagen 2019,2021

Assistant Architectural Designer | Solid Studio, Tehran 2016 | 2017

EDUCATION

MA in Visual Game and Media Design | KADK - 2018 | 2020 Royal Danish Academy of Fine Arts | Copenhagen, Denmark

Worked with teams of 1-13 members on sprints to create games that developed my skills as a game & level designer and an artist as well as areas such as world building, environmental storytelling, etc.

BA in Architecture | University of Science & Culture | 2012 | 2017 Tehran, Iran

Learned fundamentals of design process and art, aesthetics and compositions, problem solving and designing spaces.

AWARDS & HONORS

Graduated with highest distinction 2020 KADK | Behind the Seas

Best mobile game nominee 2020 16th International Mobile Gaming Award | Enhance

Sybo impact award winner 2019 Nordic Game Jam | They are Destroying Earth Again