

Ahmad Yazree

Level Designer

📍 Middlesbrough, UK

🌐 English (Fluent), Malay (Conversational)

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SUMMARY

I'm a highly motivated Level Designer with a burning passion for games development in general. Being great at adapting, I love diving right into new challenges and attempting to work through them using my own expertise. My diverse skill set in design allows me to dwell on environment design projects as a hobby.

EDUCATION

Bachelor's Degree in Games Development

Teesside University

📅 2024 – 2027 📍 Middlesbrough, UK

Diploma in Information Technology

PSB Academy

📅 2022 – 2024 📍 Singapore, SG

EXPERIENCE

Level Designer & 3D Artist

Freelance

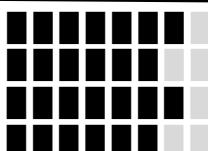
📅 2020 – 2022 📍 Singapore, SG

Designed 150+ high quality 3D models of various game assets and designed 2 levels for independent studios.

1. Communicated with clients to ensure that the deliverables were in compliance with the clients' needs and requirements in a timely manner.
2. Optimised existing high-poly 3D models, with permission, to better suit the clients' needs. Especially decimating triangle count for low-poly assets.
3. Programmed in Lua and worked with UI/UX to deliver 2 working Leaderboards solutions for several games.

SKILLS

Unreal Engine 5



Blueprints

Unity

C#

3D Modelling



Level Design

Blender

KEY PROJECTS

3D Artist

Global Game Jam, *Unreal Engine 5*

📅 January, 2025 📍 Middlesbrough, UK

Collaborated with 7 people from different majors to craft a small game under 48 hours. Theme: "Bubbles". You are a bartender making drinks for cowpokes.

My contribution:

- Modelled all 3D meshes on Blender.

Game Programmer

DrinkDevs Game Jam, *Unreal Engine 5*

📅 October, 2024 📍 Middlesbrough, UK

Collaborated with 5 people from different majors to craft a small game under 48 hours. Theme: "Wait... What?". Navigate through a suspicious maze with surprises around every corner.

My contribution:

- Programmed the movement system using Blueprints.

Level Designer, *University*

The Division 2 Level, *Unreal Engine 5*

📅 2025 📍 Middlesbrough, UK

Designed a level blockout and a 30-minute mission based on Jersey City Medical Centre using only Blueprints.

Game Developer, *University*

Tornado Alley, *Unity*

📅 2025 📍 Middlesbrough, UK

Developed a game for a 3-part assessment module using C# with physics simulation and object destruction.