

Hamza Ahmed Khan

Game Designer & Cinematic Artist

📍 Islamabad, PAK
☎ (+92) 335 5742379
✉ hamza14works@gmail.com

Professional Summary

Lead Game Designer and Unreal Engine Cinematic Artist with 4+ years of experience in creating immersive gameplay experiences and high quality real-time cinematics. Skilled in level design, environment art, and visual storytelling, with expertise in Unreal Engine and Unity. Proven ability to lead creative direction, design engaging game worlds, and deliver visually compelling cinematic sequences that enhance player experience.

Professional Experience

Environment Designer	Devplay Studios, Islamabad 2022 – 2024
- Built immersive environments for games and architectural visualization. - Optimized landscapes and collaborated with cross-functional teams. - Leveraged Unreal Engine to create immersive virtual worlds, focusing on realism and interactivity for enhanced user experiences. - Designed intuitive interfaces for apps and web platforms, incorporating user feedback. - Created wireframes, prototypes, and optimized for responsiveness across devices. - Applied color theory and typography for visually compelling designs.	

Game Design Specialist	Xphyre.Inc, Islamabad 2024 – 2025
Project: Ember-The Last Flame Standing - Led environment design for core levels and cutscenes, crafting immersive, stylized worlds that supported narrative flow and gameplay progression. - Designed in-game UI/UX, ensuring intuitive interactions, mobile optimization, and thematic consistency with the game’s fantasy tone. - Produced cinematic renders for trailers and promotional content, capturing dramatic moments and environmental storytelling for marketing beats. - Developed puzzle-integrated level layouts tied to elemental flame abilities (e.g., phasing, healing, lighting).	

Additional Contributions:
- Authored the core Game Design Document (GDD) - Designed enemy archetypes, side-quests, scroll collection system - Contributed to QA planning and gameplay testing flows - Supported pitch deck visuals and marketing design input

Education

BS in Game Design & Production	Riphah International University, Islamabad Graduated 2024
- Coursework focused on Game Design, Level Design, 3D Modeling, Environment Art, UI/UX Design, and Interactive Media. - My projects included developing immersive 3D environments and gameplay systems using Unreal Engine Unity and Blender. - Final year project “The Man Who Met Dajjal”, was a 3d cinematic short film designed and directed by myself.	

- Active participation in academic projects involving game mechanics design, user experience, and real-time rendering.

Skills

Design & Game Development Skills

- Environment Design, Level Design, World Building
- Architectural Visualisation
- Game Mechanics & Player Experience
- Visual Storytelling & Cinematic Design

Tools & Software

- Unreal Engine 5
- Unity
- Blender
- Figma
- Adobe Illustrator

Awards & Certifications

- **Connected Pakistan 30 Under 30 Award (2026)** — Recognized as a top 30 individual from 3,700+ applicants for innovation and impact in game design, cinematic storytelling, and real-time 3D technologies.
- **Harvard University (2025)** — Completed Certification in Architectural Design and History.
- **Mindstorm Studios (2023)** — Participated in Game Jam.
- **National College of Arts, Lahore (2022)** — Won award for the best magazine cover design.

Portfolio

Portfolio Link: <https://hamzaahmedkhan.my.canva.site/>