Contact

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Top Skills

Prototyping
Technical Design
Rapid Prototyping

Languages

English (Native or Bilingual)
Arabic (Native or Bilingual)

Honors-Awards

Academy of Art Spring Show - 2nd Place for Light Weaver

BOSS Award for Best Game - 2nd Place for Light Weaver

Academy of Art Academy Academy Awards Nomination for Best Design on Light Weaver

Academy of Art Spring Show Nomination for Best Game on AntiVirus

Academy of Art Spring Show Nomination for Best Game on Mindless Robots!

Ibrahim Nakhal

Technical Game Designer
Charlotte, North Carolina, United States

Summary

I am a Technical Game Designer with extensive experience in Level Design, Systems Design, and Scripting, specializing in creating engaging gameplay experiences and innovative mechanics. My work on high-profile titles like Fortnite spans Battle Royale Limited Time Modes, Save the World quests, and Creative Systems, where I designed levels, balanced in-game economies, and scripted unique events. I thrive in live operations, prototyping mechanics, and delivering polished features that captivate players.

Beyond my AAA experience, I've led indie projects like AntiVirus and Mindless Robots, managing multidisciplinary teams to deliver compelling games. I also enjoy sharing my expertise, having taught level design at iD Tech Camps. With a strong creative vision and technical skill set, I'm driven to push the boundaries of interactive entertainment.

Experience

1047 Games
Tech Level Designer
September 2024 - December 2024 (4 months)

Prototyped gameplay and level systems in Unreal Engine using Blueprint for Splitgate 2, creating tools and mechanics that enabled the Level Design team to build distinctive and engaging gameplay spaces. These systems supported the development of levels with strong identity by enhancing player interaction, environmental storytelling, and pacing. The goal was to give designers flexible, reusable components to experiment with new ways of guiding players and reinforcing the game's competitive and thematic goals.

High Voltage Software
Technical Game Designer
October 2019 - September 2024 (5 years)
Greater New Orleans Area

Worked with our client Epic Games to assist on development of Fortnite using the Unreal Engine and Blueprint scripting to design and develop game modes, systems, and devices in a live operations environment. My work included planning and implementing quest lines, items, and scripted quest events for Fortnite: Save the World, as well as prototyping and building new gameplay mechanics across multiple game modes. For Battle Royale Limited Time Modes, I integrated complex features and scripted systems, often collaborating closely with programming teams to polish and implement mechanics. I also authored detailed specification documents for systems across Battle Royale, Creative, and UEFN. In addition to gameplay, I contributed to economy balancing, item generation rates, and level design layouts for LTMs. I developed a range of gameplay devices and tools for Fortnite: Creative and participated in the creation of interactive systems for major live events, all built within Unreal and Blueprint.

Key Projects:

Fortnite: Save the World
Dungeons (2019)
Frostnite (2019)

Fortnite: Battle Royale – Limited Time Modes
Operation Knockout
Tilted Taxis
Fishing Frenzy
Air Royale
Snowdown Shuffle: Tilted Taxis & Air Royale
Comeback
Titan Hand Season-End Event

Fortnite: Creative / UEFN
Racing Checkpoint & Manager Devices
Hamaki Concert Wisp Device
Barrier, Damage & Mutator Volumes
Item Shop Device
Michael Jordan Event: Basketball Device
Creative Royale

Black Tesseract
Self Employed Game Designer

August 2015 - October 2019 (4 years 3 months)
San Francisco Bay Area

As Project Lead on AntiVirus, I led a multidisciplinary team of designers, programmers, artists, and musicians from concept to completion. Using Unity and scripting in C#, I designed and built the initial prototype, then implemented core mechanics, enemy behaviors, and level designs. I also managed the production timeline with SCRUM methodology, running regular meetings to ensure development stayed on track and met key deadlines.

In Mindless Robots!, also developed in Unity with C#, I served as Project Lead, overseeing the design and implementation of the game's core mechanics. I scripted the functionality of custom AI units, including the Slowbot and Fastbot, and created a local file saving system to maintain level progression and scoring.

BitLoft
Game Designer
October 2018 - April 2019 (7 months)

The Crystal Core

As a Designer on The Crystal Core, I worked in Unity to build and iterate level templates for rapid prototyping and gameplay implementation. I retooled these templates to align with curricular standards and implementation guides, ensuring they met both gameplay and educational goals. Working closely with the programming team, I integrated pre-built scripts and mechanics into functional levels. I also collaborated with the art team to design specialized level layouts used for in-game tests and exams. Additionally, I developed and implemented 2D Maze minigame templates within Unity, embedding curricular content into marked levels to support learning objectives.

Academy of Art University
Game Development Lab Technician
September 2017 - December 2018 (1 year 4 months)
San Francisco, California

Provided guidance and technical support to students in game development, assisting with C# scripting, Unity and Unreal Engine workflows, as well as asset creation and implementation using Maya and Photoshop.

iD Tech Camps
Instructor - E-Sports design in CS:GO

June 2017 - August 2017 (3 months)
Stanford

Taught E-Sports Level Design using the Hammer Engine to summer students, covering the fundamentals of tool usage, system workflows, and map creation. Emphasized key design principles such as level flow, player psychology, and balance in competitive environments. Provided hands-on guidance as students built their own maps, offering feedback and support throughout the design process.

iD Tech Camps
Instructor - Level Design in Unreal Engine 4
May 2016 - August 2016 (4 months)
Stanford CA

Taught Level Design in Unreal Engine 4 to summer students, covering the fundamentals of tools, systems, and environment building. Lessons emphasized level flow, player psychology, and the design differences between single-player and multiplayer maps. Students were guided through creating their own levels using textures, static meshes, Binary Space Partitions (BSPs), basic lighting, and simple triggers. Additionally, I introduced them to Blueprint scripting, teaching them how to implement basic interactivity and gameplay logic within their levels.

707 Games
Lead Game Designer
August 2015 - June 2016 (11 months)

On Light Weaver, I served as the Level and Progression Designer, overseeing the design and structure of levels as well as the game's overarching progression. I directed the design workflow, ensuring consistency and quality across all levels, and managed secondary design elements to support core gameplay. I designed a key secondary mechanic that served as the foundation for puzzle and level design, collaborating closely with the Art and Programming teams to bring it to life. Throughout development, I implemented both visual assets and scripted elements to support gameplay functionality and narrative flow.

Education

Academy of Art University
Bachelor of Arts, Game and Interactive Media Design · (2012 - 2017)