

# Ahren Foreman

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## GAME DESIGNER / LEVEL DESIGNER

As a retail manager and sales advisor, I have over 8 years of experience in various retail environments. I have worked in both fast-paced and customer-focused settings, honing my skills in completing transactions, taking inventory, pricing, organizing, and working with customers. I have also gained valuable experience in working with office-style tasks such as filling orders and managing wholesale transactions. In addition to my retail experience, I've earned a Master of Arts in Game Development at the Academy of Art University, where I learned about game mechanics, game theory, and level design. I am passionate about creating engaging and immersive gaming experiences that can bring people together and provide entertainment. My goal is to combine my retail and gaming skills to create innovative and customer-centric solutions in the gaming industry.

## SKILLS / PROFICIENCY

- **Technical Skills:** Game design, level design, C#, scripting, visual scripting, 3D modeling, 3D animation, illustration
- **Software:** Unity, Unreal Engine, Autodesk Maya, Blender, Adobe Photoshop, Procreate
- **Retail:** Retail Sales, Wholesale, Customer Service, Membership Sales
- **Languages:** Fluent in English, Intermediate/Conversational in French

## EXPERIENCE

### Papa Joey's Collectibles

*Retail and Inventory Specialist*

San Diego, CA

May '25 – Now

- Worked to create an exceptional customer experience for shoppers through engaging in conversations through similar interests and guiding purchasing decisions from a vast array of products/collectibles
- Assisted in managing a constant flow of product by inventorying numerous items, while tracking item costs, and updating ecommerce listings.

### Little Mutant Boy Game Prototype

*Producer, Game Designer, and Scripter*

(Remote) San Diego, CA

Feb '24 – May '24

- Worked as the producer, game designer, and scripter for *Little Mutant Boy*, a 3D adventure game developed in Unreal Engine 5
- Upkept the team's Perforce server, and managed production keeping the team's collaboration efficient and effective

### Aetherbound Game Prototype

*Game Designer and Scripter*

(Remote) San Diego, CA

Feb '24 – May '24

- Worked as a game designer and scripter for *Aetherbound*, a 3D adventure game developed in Unreal Engine 5
- Setup the team's Perforce server, allowing us to collaborate efficiently and effectively

### Best Buy

*Sales Advisor*

San Diego, CA

Oct '20 – Nov '22

- Worked in finding tech solutions of numerous individuals daily in a fast-paced environment
- Developed expertise in computer and software, networking and smart home, mobile and cellular devices, home entertainment and gaming, and more

### Maison Amani

*Employee / Manager*

San Diego, CA

Nov '18 – Present

- Experience with various retail store functions such as completing customer transactions, taking inventory, pricing, etc.

**Bijou Amani / Amani Donyel***Employee / Manager**San Diego, CA**Jun '16 – Present*

- Experience with wholesale/retail booths at various jewelry and fashion trade shows across the US.
- Excelled in completing retail and wholesale transactions, providing top-notch customer service, and handling various office tasks like inventory management and order fulfillment.

**EDUCATION****Academy of Art University***MA in Game Development with emphasis in Game Design**San Francisco, CA**May 2024*

- Graduated with GPA of 3.9
- Teamwork setting, with agile and waterfall project management experience, from *GAM 651 - Prototype Game Development*
- Game and level design experience from *GAM 607 – Action Adventure and RPG Level Design* and *GAM 606 – Rapid Game Development*

**University of San Diego***BA in Visual and Performing Arts**San Diego, CA**May 2022**Graduated Cum Laude with Departmental Honors in Visual Arts*

- Scholarship recipient of: *Von Ehrenburg Scholarship for the Arts* (2021), *San Diego DAA+AH Material Scholarship* (2021), and *Bridges Academy Endowed Scholarship* (2020)

**OTIS College of Art and Design***College Experience in 2D Animation and Illustration**Los Angeles, CA**Summer 2014*

- Participant in group screening of animations from OTIS's animation department