Faisal "Sully" Sulayman

Narrative, Systems, Level Design

Seattle, WA, 98178

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Project Experience

Gameplay and Level Designer   July 2025 - August 2025

Witchlight Studios

Lasso Lass - 2D platformer - 6-person game jam team - PC
- Reached out to various talents and organized a 4-person game jam team (later grew to 6-person team)
- Designed platforming mechanics around a core mechanic of drawing loops around objects
- Created a script and prefab in Unity for movable objects on a designated track
- Used Unity's tileset system to rapidly whitebox a large level with 7 subsections focused on distinct skill-themes

Narrative and Level Designer   October 2024 - April 2025

Derpy Doggo Digital

The Children Are Sleeping - 3rd person atmospheric horror game - 13-person academic team - PC
- Designed 4 small-mid sized levels and whiteboxed 1 major level in Unreal Engine, and added props and textures for iteration and playtesting
- Updated and maintained a 24-page narrative design document with lore and character details to ensure narrative consistency
- Wrote character dialogue, tutorial messages, and interactable note text as part of an atmospheric narrative experience
- Assisted designing game mechanics conducive to a stealth-horror game, including a sanity-themed health system and a projectile mechanic

Content and UX Designer   August 2023 - April 2024

Dopamine Releasing Software Production Corporation

Elementokens - Top-down tactics game - 7-person academic team - PC
- Led discussions and communicative efforts to ensure good collaboration between design and tech
- Prototyped system of tactical grid-based combat with an Action Point energy system
- Created 13 spells based on four core elements with an array of stats and effects
- Prototyped UI for unit health, AP, and spell cards using Figma
- Made art assets for environmental tiles and character sprites
- Curated music and sound effects, including click, spell collect, and attack interactions

Education

Bachelor of Arts in Game Design   Expected Graduation April 2026

DigiPen Institute of Technology

Hard Skills	Soft Skills	Tools
- Design Documentation	- Creativity	- Unity
- Character Writing	- Collaboration	- Unreal Engine
- World Writing	- Communication	- Visual Studio
- Prototyping	- Quick Learner	- Figma
- Level Whiteboxing	- Hard Worker	- Trello/Clickup
- C# Programming	- Design Sense	