

Kareem Elawar

Technical Designer

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EXPERIENCE

VICE PRESIDENT | SPARTASOFT STUDIO

East Lansing, MI

Jan 2025 - Present

- Organized and ran meetings of multiple production teams.
- Worked on an emergency studio restructuring.
- Revitalized short-term efficiency during a troubled period.
- Pioneered organizational systems for studio leadership.
- Managed communications systems between all levels of the studio.

GAMEPLAY & SYSTEMS DESIGNER | SPARTASOFT STUDIO

East Lansing, MI

Sept 2023 - Jan 2025

- Designed balanced gameplay mechanics for multiple productions
- Developed core mechanics focused on diversifying player experience
- Created detailed documentation executed by production teams
- Worked collaboratively with production teams of 40-70 people
- Consistently an active participant in all offered meetings.

PROGRAM HEAD | EQUIDUCT

East Lansing, MI

Nov 2024 - Present

- Spearheaded development of middle school coding extracurricular
- Enhanced learning opportunities for all students
- Designed curriculum focused on game development principles
- Organized with school faculty and non-profit organizations.
- Collaborated with university undergraduate and graduate programs

GAME JAM PARTICIPANT | SPARTASOFT

East Lansing, MI

Feb 2024 - Present

- Participated in 6+ game jams working with many experience levels
- Rapidly prototyped and developed games under time constraints.
- Collaborated with all disciplines to create engaging projects.
- Focused on level & mechanics design enhancing game depth.
- Presented innovative projects with consistent awards or runner-ups

PROJECTS

GENERAL DESIGNER & PROGRAMMER | CRYSTEAL

Personal Partner Project

Oct 2024 - Nov 2024

- Collaborated with peer to create a well received innovative project
- Used various tools to precisely manage scope and progress
- Wrote adaptive weight based loot generation system

SYSTEMS & DESIGNER | SADDEST FACTORY

Spartasoft 48 Hour Jam

Nov 2024

- Collaborated with 4 peers to create an award winning project
- Designed & implemented factory crafting system with 43 recipes
- Designed a coherent system of resources and crafting interactions, ensuring all items were thematically consistent despite project restrictions

SKILLS

Game Design: Gameplay Design, Game Balancing, Systems Design

Engines: Unity, Flowlab

Programming: Python, C#, Java, Visual Scripting, Bug Fixing

Tools: Figma, Git, Obsidian, Google Suite, Miro, HacknPlan, Burndown Charts

Collaboration: Playtesting, Agile development, Iterative Design, Documentation

Technical: TestOut PC Pro - Hardware & Operating Systems Certification, TestOut Network Pro - Computer Networking Certification

ORGANIZATIONS

Spartasoft Studio: Student run club focused on building experience in large production teams with semester long projects.

Spartasoft: Club focused on connecting game makers together with industry talks, informational sessions, and game jams.

Gamma Iota Mu: First professional game dev fraternity in the USA. It is focused on mastering relevant skills and connecting with local industry.

Diversity in Games: Club focused on diversity in the games industry from a professional and consumer perspective.

COURSEWORK

Game Design: Level Design, Game Mechanics, Prototyping, Research, Systems Design

Game Development: Gameplay Systems, Interactive Environment, Player Mechanics, Enemy Mechanics

EDUCATION

MICHIGAN STATE UNIVERSITY

Top 10 game program since 2012

MAJOR: GAMES & INTERACTIVE MEDIA

GPA: 4.0 / 4.0

Fall 2023 - Present | East Lansing, MI