SARAH ALIREZAEE

Contact:

✉ Sarah.Alirezaee@gmail.com

in Sarah Alirezaee

My Portfolio Website

Experiences

UX Designer
HypeHype Inc. (previously Frogmind) | Finland | 2022
- User Experience Design(UX), User Experience Research

Game Artist/UI/UX Designer
Cafe Bazaar | Iran | 2020 - 2021
- User Experience Design(UX), Asset Designer, User Interface Design(UI)

Game Artist/UI/UX Designer
Fanoos Games | Iran | 2017 - 2020
- Asset Designer, Illustration and Concept Art, User Experience Design(UX), User Interface Design(UI)

Global Game Jam 2020
Avagames | Iran | 2020
- Game Artist

Freelance Game Artist
Arcadium | Iran | 2020
- Character Design, Game Art Assets

UX Consultant and Mentor
Dadekav | Iran | 2019 - 2020
- Mentorship for Interns, UX supervisor

UX/UI Designer
TiaraUXD, | Iran | 2016 - 2017
- User Research, Design Process/UX Process, Usability Test, User Interface

Creative Director
CGArt.ir, | Iran | 2015 - 2016
- Event Manager, Content Editor

Executive Manager & PR
Tehran ACM SIGGRAPH, | Iran | 2014 - 2016
- Event Planner and PR

Talks and Conventions

- UX in Games, Tehran Game Convetion 2018 | Tehran | Iran
- Linn: Path of Orchards Pitch Contest, Theran Game Convetion 2018 | Tehran | Iran
- Showcase Booth, Tehran Game Convention 2018 | Tehran | Iran
- Showcase Booth, Indie Showcase, Casual Connect London 2018 | London | UK
- Showcase Booth, INDIGO, Dutch Game Garden 2018 | Utrecht | Netherlands
- Showcase Booth, Indie Playground 2018, DreamHack | Austin | USA
- Showcase Booth, Game Devs of Color Expo 2018, | New York City | USA

Education

Game Design and Production (M.A.) - Studying
Aalto University

Industrial Deisgn (B.A.)
Alzahra University

Game Art and Design
Iran Game Develpment Institute

Skills

- User Experience ● ● ● ● ●
- User Interface ● ● ● ● ○
- Game Design ● ● ○ ○ ○
- Game Art ● ● ● ● ●
- Asset Design ● ● ● ● ○
- Illustration ● ● ● ○ ○
- Concept Art ● ● ● ● ○

Softwares

- Adobe Photoshop ● ● ● ● ●
- Adobe Illustrator ● ● ● ● ○
- Sketch ● ● ● ● ○
- Unity ● ● ○ ○ ○
- Blender ● ○ ○ ○ ○

Language

- Persian/Farsi ● ● ● ● ●
- English ● ● ● ● ●

Featured Project
Linn: Path of Orchards

Published by Crescent Moon Games, Jan 2019 , Appstore

Launch Trailer
https://www.youtube.com/watch?v=dxN-Bb84D5s

Awards
- Grand Prize of Applovin, Casual Connect 2018 London
- Game of the Year prize, Iran Indie Games Festival
- Best Game in Design, Iran Indie Games Festival
- Best Game in Genre, Iran Indie Games Festival
- Best Game in Art, Iran Indie Games Festival

Achievments
- First of top 5 of the week in US Appstore
- Game Of the Day in UK and Ireland Appstore
- Featured in more than 4000 feature lists in Appstore
- Rank 3 in puzzle games in US App Store
- Rank 1 in puzzle games in UK App Store
- Featured in GooglePlay in 159 feature lists

Game Reviews

- PockerGamer, Feb 2019 ⬈

  "Linn capturing our hearts and minds with its gorgeous graphics and tricky puzzles."

- TouchArcade, Feb 2019 ⬈

  "This game is effing brilliant."

- The Xbox Hub, Aug 2020 ⬈

  "Linn: Path of Orchards on Xbox One feels very unique, is scarily stunning to look at and is a cracking little title to just pick up and play."

- Pure Nintendo, Aug 2020 ⬈

  "Linn: Path of Orchards is a creative puzzle game with a beautiful fantasy setting and a unique approach to keeping you engaged with each level."

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Original Links

Linn's Launch Trailer

Appstore

Google Play

Nintendo Switch

Microsoft Xbox

PlayStation Store