



## ABOUT ME

I'm collaborative, mindful, and I have a laugh that can be heard from anywhere in the building. I began my career creating one E3 mission after another, but have shifted from making content to now leading those far more talented than I at creating it. I've been lucky to have spent my career on ambitious teams that took risks and pushed the genre forward. Having launched three massive, successful new IP's across six critically acclaimed games, I have learned that team health is just as much a factor of consistent results as hard work or talent. I plan to continue leading happy teams who dream big and make splashes.

## EXPERIENCE POINTS

- Strong Vision Holder
- Building and running high functioning teams of creatives
- Decades of design experience
- Mastery of storytelling in games
- Familiar with SP, MP, and Live Service models of development

## CONTACT ME

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# MOHAMMAD ALAVI

## Respawn | Creative Director

2021 - Present

### Unannounced Project

## Respawn | Narrative Design Director

2017 - 2020

### Apex Legends

- Helped established the brand identity.
- Developed the live service character creation pipeline and directed 50+ developers across all disciplines for every character from inception to ship.
- Created and ran the writing department.
- Drove Apex's unique method of story telling through a nexus of gameplay and social media engagement with a team of designers, writers, and marketing creatives.
- Unified the creative vision for marketing, design, and art starting with Season 4's launch, which generated over a 100% increase in engagement.
- Trained multiple leads across various departments to replace me on exit.

## Respawn | Senior Designer

2010 - 2017

### Titanfall

- Established standards for global scripts, including the API for in-game cinematics.
- Developed many characters including fan favorite, Viper.
- Mocap contributor for Titanfall Games.
- Created new narrative design techniques to tell story in MP.
- Designed gameplay, built levels, and scripted various missions across *Titanfall* and *Titanfall 2*.

## Infinity Ward | Designer

2004 - 2010

### Call of Duty

- Drove the creation of some iconic missions, pushing the cinematic experience without sacrificing gameplay:
  - ▷ *Call of Duty: Modern Warfare 2* | No Russian
  - ▷ *COD 4: Modern Warfare* | All Ghillied Up
  - ▷ *COD 4: Modern Warfare* | Crew Expendable
- Developed new AI behaviors and API's through design, scripting, and collaboration with animation.
- Scripted global gameplay toys, physics systems, fx memory streaming, and other technical and gameplay improvements.
- Created E3 demo's and ate a lot of Benihana's. Still paying attention?