

RAKIBUL HASAN TOOR

GAME & EXPERIENCE DESIGNER

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📍 Cologne, Germany

PROFILE

I'm a game designer based in Cologne, Germany. I'm passionate about crafting immersive worlds and player-centered experiences, specialized in **world-building**, **combat design**, **system design**, **game balancing**, and **experience design**.

With **over three years of experience**, including a background in media production and game studies, I have worked on multiple projects with multidisciplinary teams. My contributions include one shipped multiplayer title for PC and consoles and an F2P mobile franchise with over a million downloads.

Outside of design, I find immense inspiration in exploring art exhibitions, attending theater and performances, and continuously seeking new ideas to bring into interactive experiences.

EXPERIENCE

Mar 2023 - Jun 2025 | **Associate Game Designer** | Massive Miniteam GmbH, Pulheim, Germany

Project: "[Oddsparks: An Automated Adventure](#)"

- Designed and iterated on game mechanics, world building, combat design, system design, quests, and progression.
- Owned features and supported content delivery in the full production cycle for Early Access towards full release.
- Improved UX across PC and Console, focusing on accessibility and seamless gameplay.
- Organized and analyzed playtesting, translated insights into dev tasks, localization, and QA support.

Oct 2020 - Mar 2021 | **Freelance Game Designer** | Alpha Potato, Dhaka, Bangladesh

- Designed and developed F2P hypercasual mobile game concepts based on market research.

Nov 2019 - Aug 2021 | **Junior Game Designer** | Cologne Game Lab, TH Köln, Cologne, Germany

Project: "[SOLVE](#)"

- Designed and implemented game mechanics and levels.
- Conducted user research and balanced the in-game currency system.

Mar 2012 - Mar 2016 | **Independent Media Startup Experience** | PortBliss Inc., Dhaka, Bangladesh

- Led creative teams for diverse media projects, delivering on schedule in a cost-effective production cycle.
- Co-led promotional design for a F2P mobile game "Heroes of '71," contributing to 1 M+ downloads and increased user retention.
- Designed UI/UX for multiple mobile games for external stakeholders.

EDUCATION

September 2021 - Present | **MA Digital Games (Game Design & Game Programming)**

Cologne Game Lab, Technische Hochschule Köln, Cologne, Germany.

September 2017 - August 2021 | **BA Digital Games (Game Design)**

Cologne Game Lab, Technische Hochschule Köln, Cologne, Germany.

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SKILLS

Design

Game Design Principles
Combat & Level Design
Game Feel
User Experience (UX) Design

Production & Communication

Agile Methodologies
Playtesting
Cross-Disciplinary Collaboration
Feature & Content Management

TOOLKIT

Game Engines

Unreal Engine
Unity

Design

Adobe Creative Suite
Affinity Suite
Figma
Miro

Project Management

Trello
Jira
Testrail

Documentation

MS Office
Google Drive & Docs
Notion

LANGUAGES

Bangla (Native)
English (Proficient)
Deutsch (Intermediate)

HONORS & AWARDS

Deutschlandstipendium (2017-2021)
TH Köln, Germany

Regional Champion Khulna (2007)
National Math Olympiad, Bangladesh

INTERESTS

Art Exhibitions
Theater
Badminton