

# YANIS KHIER

Game Designer/Level Designer

## EDUCATION

### Ynov CAMPUS (Bordeaux)

2023-2024 | MASTER 2 JEUX VIDÉO / GAME DESIGN

- Master's Project: "**Design and development of an AI-generated VISUAL NOVEL game**":
  - **Research** and **references**
  - **AI documentation**
  - **Concept** and **gameplay** definition
  - **Feature** creation
  - **Testing** and **iterations**
  - **Prototyping**
  - Organizing **playtesting** sessions
  - **Balancing**
  - Project **presentation** and **explanation**

Game link: <https://romains.itch.io/guilty-or-not>

### Ynov CAMPUS (Bordeaux)

2022-2023 | MASTER 1 JEUX VIDÉO / GAME DESIGN

- Master's Project: "**Design and Development of a Game (Dynamic TPS in an Aztec Universe)**":
  - **Project management**: task distribution, planning
  - Concept and **gameplay definition**
  - **Creation of mechanics** and gameplay : 3Cs, skills
  - **Level design**: creation of immersive environments
  - Creation of visual and audio assets : **signs/feedback**
  - **Testing** and **iteration**
  - Collaboration with artists and programmers
  - Writing design documents
  - **Prototyping**: to test design ideas & gameplay mechanics
  - Setting up **playtest** sessions
  - **Balancing** and modifying levels

Game link: <https://romains.itch.io/darkest-canopy>

### Ynov CAMPUS (Bordeaux)

2019-2022 | BACHELOR'S DEGREE IN 3D ANIMATION & VIDEO GAMES

- 3D Modeling
- Node-based Programming (Unreal Engine)
- 3D Animation
- Texturing
- Rigging and Skinning
- Game design / Level design

## PROFESSIONAL EXPERIENCE

- November/December 2024/2025 - (**Internship**) **QA/GD - Clever Trickster**  
**Teamwork | Autonomy | Communication | Unity | Discord**
- June to September 2023/2024 - **Pizza Maker - Restaurant Le Parasol**  
**Speed | Autonomy | Teamwork | Management | Customer Relations**
- June to September 2021 - **Pizza Maker - Restaurant Ô Lipopette**  
**Speed | Autonomy | Teamwork**
- April 2019 to June 2021 - **Multi-skilled Employee - Carrefour**  
**Communication | Customer Relations | Adaptability**



## CONTACT



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## HARD SKILLS

- **Game design**: Unity, Unreal Engine
- **Project management**: Jira, Trello, Notion
- **Level design**
- **Graphics**: photoshop, premiere pro
- **Project management**
- **Language**: English (B2)

## SOFT SKILLS

- Creativity
- Communication
- Collaboration
- Problem Solving
- Adaptability
- Time Management

## INTERESTS

- **Video Games**
- English boxing
- DIY
- Cooking

