BEREADIS SLIMARI

Game Designer / Level Designer

OBJECTIVES

I'm currently looking for a position as Game Designer or Level Designer. I'm highly motivated and team driven. I want to learn as much as possible. My goal is to create unique experiences for the player. I am looking to work as much as possible with international teammates and discover new way to be creative. The player is always in the center of my work.

CONTRACT INFO



- Venissieux, Lyon Area, France
- slimani.b@gmail.com



http://benbadis-slimani-portfolio.weebly.com/



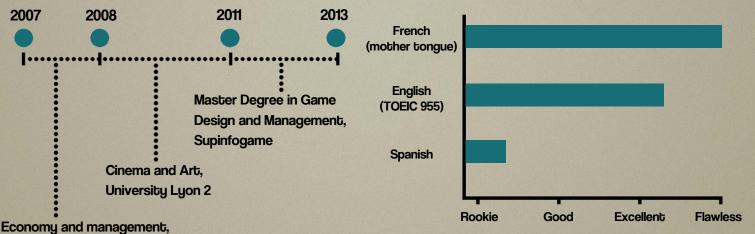
+33 621 021 111



References upon request







University Lyon 3

SKILLS

Game Design

- Rational Game Design
- Rational Level Design
- Game Design Document
- LD Whiteboxing
- Learning Curve Design
- Game Loop Conception
- Scripting
- Ergonomy

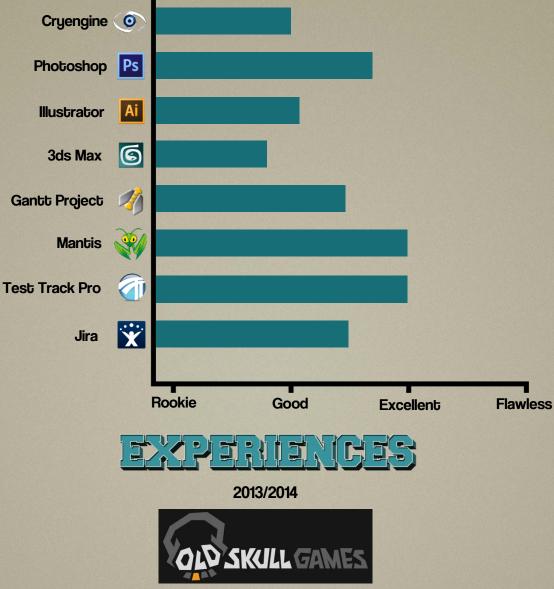
Project Management

- Agile Methods
- Scrum
- Kaizen
- Waterfall Method
- Human Management
- Test Protocols

Art

- Level Design Schematics
- Image Editing
- 3D Basics
- Reference Searching
- UI Conceptualization
- Video Editing
- Drawing

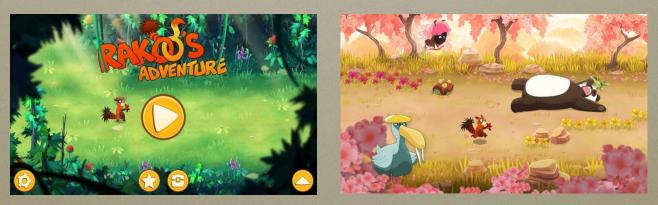




Game and Level Designer, QA Tester

I worked on **Rakoo's Adventure** as Game/Level Designer, and also QA Tester. The game is edited by Namco Bandai. It is an adventure-running game and it is currently free and available for download on iOS and Android devices. We used Unity to make this game.

For more info about the studio and the game: www.oldskullgames.com





Level Designer

I worked on the game <u>CLARC</u> during a 3 months internship. It is an action-puzzle game and it was made with Unity. It is available on iOS and Android devices, PC/Mac, Linux and OUYA. For more info about the game and the studio: http://goldentricycle.com/





2012/2013

SUPINFOGAME RUBIKA

Game and Level Designer

I worked on **Serendipity**, final year school project where I was Game and Level Designer. The game was made using Unity and it is a 3D exploration-puzzle game. For more information about the game: http://rubika-edu.com/game/serendipity

INTERESTS/HOBBIES

- Video Games (of course)
- Role Playing Games
- Space Operas
- Movies
- Mangas

- Music
- Theater
- Photography
- Hip Hop Dance
- Computer Graphics