



Djaoui Yazid

Game / System Designer

5th year **Game design** student at **SupinfoGame Rubika**.

I love building memorable and innovative **game systems** that will **captivate the player**.



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Djaoui_Yazid_Linkedin



Djaoui_Yazid_Portfolio

LOOKING FOR A **MINIMUM 3 MONTHS GAME DESIGN INTERNSHIP**
STARTING FROM JUNE 2026.

EXPERIENCE

Dawnfinders - Cooperative Dungeon Crawler

2026 - System Designer - Currently working

Zénith - Survival / Adventure / Puzzle

2024 - Game / Technical Designer

- Systems design.
- UI design.
- Gameplay programming.

Lasagna Code - Puzzle

2024 - Game designer & QA Tester

- Design of player actions.
- Creation of GD design documents.
- Playtest management.

RoadSide Memorial - Adventure / Puzzle

2023 - Game / Level Designer

- Design of player actions.
- Design and creation of puzzles.
- Creation of blockouts for the puzzles.

INTERESTS



Games : Action - Adventure - RPG

The Witcher ; Cyberpunk 2077 ; Uncharted ;
Kingdom Come Deliverance ; Fallout



Sport : Individual practice

Athletics, Running



History : Antiquity

Greek ; Egyptian ; Roman



Series : Historical series

Spartacus ; Vikings ; The 100 ; Marco Polo

EDUCATION

2021 - 2026

Master Game Design and Management

Rubika, Supinfogame

2019 - 2021

**Bachelor of Technology in Multimedia and
Internet Professions**

I.U.T. of Haguenau

SKILLS

Soft Skills

- Public Speaking
- Team work
- Creativity
- Communication

Hard Skills

- Game Design
- System Design
- Documentation
- Gameplay Programming

SOFTWARES



Unity3D



Fork



Miro



UE5



Machination



MS Office



VS Code



Mixamo



Adobe

LANGUAGES

FRENCH

Native



ENGLISH

Fluent

