



# Djaoui Yazid

## Game / System Designer

4th 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 3 MONTHS GAME DESIGN INTERNSHIP  
STARTING FROM JUNE 2025.


## RECENTS PROJECTS

Zénith - Survival / Adventure / Puzzle -   
2024 - Game designer & Programmer

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

Lasagna Code - Puzzle -   
2023 - Game designer & QA Tester

- Design of player actions.
- Creation of GD design documents.
- Organization of playtest and communication of feedback.

RoadSide Memorial - Adventure / Puzzle -   
2022 - Game designer & Level Designer

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

## INTERESTS



### Games

The Witcher ; Cyberpunk 2077 ; Uncharted ;  
Crusader Kings ; Fallout



### Sport

Athletics, Running



### History

Antiquity (Greek ; Egyptian ; Roman)



### 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

### Hard Skills

- Game Design
- System Design
- Documentation
- Gameplay Programming

### Soft Skills

- Public Speaking
- Team work
- Creativity
- Communication

## SOFTWARES



Unity3D



VS Code



UE5



Miro



Machination



Fork



Adobe



Mixamo



MS Office

## LANGUAGES

FRENCH

Native



ENGLISH

Fluent

