YOUCEF LOUNES

Technical Game & Level Designer

PERSONAL INFO

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AWARDS

Best Mobile Game at Swedish Game Awards 2023 for Circadian

SKILLS

- Technical / Quest Design
- Game Design
- Retention Mechanics
- Unreal Engine
- Unity Engine
- Blueprints / Scripting
- C++
- Proprietary tools
- Jira / Confluence / Miro
- Perforce
- Scrum
- Blender
- Godot

LANGUAGES

Swedish - Native
English - Fluent

REFERENCES

Available upon request

ABOUT ME

I am a quality-oriented designer, who loves being creative and working with others. My teammates appreciate me for being easy to talk to, taking initiative and being a driving force behind projects. With around 2 years in AAA and 6 years of game-dev experience, I highly value iteration and collaboration to bring the projects up to an outstanding quality!

I believe the best approach to problem-solving is an optimistic mindset! (...and maybe some good debugging skills)

WORK EXPERIENCE

TECHNICAL LEVEL DESIGNER

CLIMAX STUDIOS, PORTSMOUTH, UK

2024 - Current | **Exodus** - AAA Sci-Fi Shooter RPG - Archetype Ent

- Taking charge as the **acting lead** of Crit Path to own, design, and maintain all main quests on the hub, taking them from early concepts to polish.
- Collaborating and iterating on the flow with directors, the critically acclaimed narrative team, and feedback from organized UXR Playtests.
- Prototyping unique and dynamic companion and enemy behaviours, while assessing and implementing work needed from other disciplines.
- Designing, implementing, and iterating on modular gameplay systems and features by collaborating with Animation, Narrative and Tech Art.
- Documenting owned quests, features, and project workflows.
- Optimizing performance and using best practices by collaborating with code.
- Supporting design by providing efficient procedures and relevant systems.

EDUCATION

THE GAME ASSEMBLY

Level Design, Higher Vocational Education, Malmö
2022 - 2025

- Studied Level Design
- Courses in Scripting, Composition, Graphics, World Building, and Technical Design
- Multiple interdisciplinary game projects with other students
- Won Best Mobile Game at The Swedish Game Awards 2023 for Circadian

HEDDA ANDERSSONGYMNASIET

2019 - 2022

- Studied Economy
- Started a UF-Company, responsible for RnD, Logistics, and Economy