

# Profile



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# Samy Gaci

## Narrative & System Designer

Looking for an internship of 6 months starting March 2026!

I love to link **storytelling** and **game mechanics** in order to design meaning and consequences that live inside the rules of play. I believe the best stories aren't just written, **they are played**.

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[Portfolio](#)

## Education

### CNAM Enjmin

2024-2026

Master's degree in Games and Interactive Numerical Medias  
Speciality : Game Design.

### UQAT - Canada

2023-2024

University exchange as part of a double degree in digital design and Video Games.

### IUT Vélyz

2021-2024

Bachelor Degree in Multimedia and Internet professions.  
Speciality : Digital Creation.

## Skills

### **Narrative Systems Design**

Branching structures & variable-driven storytelling - Prototyping - Choice & pacing design.

Tools : Unity, Unreal Engine, Twine, Git & Perforce, Pen & Paper

### **Gameplay & Progression Systems**

Core loops - Reward systems - Player motivation mapping - Balance & feedback iteration.

Tools : Figma, Adobe Suite, Canva

### **Writing & Worldbuilding**

Character development & dialogue writing - Environmental storytelling - Story bibles & tones consistency.

Tools : Google Docs, Miro

### **Documentation & Cross-discipline Design**

Game Design Documents & narrative briefs - Clear design reasoning & presentation skills.

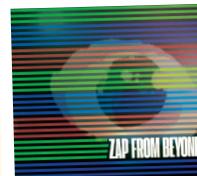
Tools : Confluence, Miro, Canva, Figma

## Projects

### Zap From Beyond - Initial Concept, System & Narrative Design

3 months project - Team of 5 people (1 Game Designer) - 2025

A short, cryptic interactive story about a mysterious TV that hides more than it shows. I was in charge of the production, integration, and writing of the various video contents, as well as the channel-switching system and its dependencies. Main challenges : immersion, replayability & sense of FOMO



### Yurei - Narrative Design & Writing

Vertical slice in progress - Team of 11 people (3 Game Designers) - 2025/2026

Yurei is a psychological horror game set in a manga's haunted pages.

With Yurei, I'm responsible for the game's storyline and for integrating the different scenarios based on level briefs in the Unity engine. Main challenges : staging, coherence, sense of fear & uncanniness

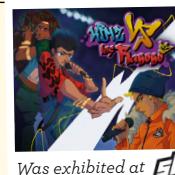


### Kimz VS les Ragogo - Initial Concept, Narrative Design & Writing

3 months project - Team of 7 people (2 Game Designers) - 2025

A Rap Battle Game mixed with visual novel elements and Deckbuilding mechanics!

I was responsible for the dynamic camera system during battles, as well as for writing the dialogues and various punchlines. Main challenges : balancing, fun, accessibility



### Storytail - System & Cutscenes Design

1 year project - Team of 6 people (1 Game Designer) - 2023/2024

Storytail is an immersive and hybrid experience, mixing escape and narrative game.

I was responsible for the puzzles, as well as the integration of cutscenes in engine.

Main challenge : imagine sequences exploiting the room's setup (3 walls and 1 ground).

