

# YVAN RICHANI

## Technical Project Manager

[richani.yvan@gmail.com](mailto:richani.yvan@gmail.com)

+961 70 279 115

[LinkedIn](#)

[Personal Website](#)

### About

Computer & Communications Engineering graduate with 5 years of gaming industry experience. Specializes in bridging the gap between development and production. Relies on a deep technical background in Unity/C# to ensure precise scoping of sprints and boost client trust with technical transparency

### Skills

Management	Technical	Tools
Requirements Gathering Sprint Scoping Client Relationships Value Negotiation	Technical Feasibility Software Architecture Technical Debt Management Visual and Audio Integration	ClickUp Git Notion Jira

## MANAGEMENT & LEADERSHIP EXPERIENCE

**NoSolo Studios**

Nov 2023 - Present

Co-Founder & Technical Project Manager

*Co-founded a professional freelance team to lead the Lebanese game development market, delivering diverse technical projects including Games, AR/VR, and 3D animation for a global client base*

- Negotiated and delivered 10+ international projects, generating \$75K in revenue across 2025 with a studio-wide 100% on-time delivery record
- Directing a \$100K+ mobile hero shooter, managing a team of 5 senior specialists across engineering, art, and audio (including SFX and voice acting), targeting a Q3 2026 release
- Led the technical delivery and client communication of [A Heavy Morning](#), an award-winning visual novel funded by Microsoft and published by Bright Gambit (headed by Ubisoft VP Creative Director Fawzi Mesmar). Releasing for Steam and Xbox in Q2 2026
- Handled the end-to-end development, contract negotiation, and Google Play deployment of [Sweetstacks](#), serving as the sole technical partner for an external art studio

**Nomadroid Studio KSA**

Dec 2024 - Feb 2026

Lead Game Designer

*Nomadroid is an award-winning indie studio and one of the first PC and console developers in Saudi Arabia, focusing on culturally-driven IPs with global market appeal*

- Spearheaded the design and IP development of Fideo's Adventure; winning [1st place at the Very Big Indie Pitch](#) (Dubai Game Expo)
- Secured a \$160K grant via the Ithra Content Enrichment Initiative by strategically re-shaping game architecture and narrative to integrate localized Arabic culture and language requirements
- Designed 3 production-ready demos for major global conferences (Gamescom, BitSummit, Devcom), serving as the technical demo used for publisher pitching and investment rounds
- Polished gameplay systems through QA reporting and balancing parameters in Unity, reducing engineering iteration time and optimizing game feel for public showcases

## Game Development Club (American University of Beirut)

Aug 2022 - Jun 2023

### Club President

*Tasked with revitalizing the organization post-pandemic, I restructured the club's operations to support a consistent schedule of technical workshops, esports tournaments, and social gaming events*

- Led the club and its 15 board members through its most successful year since founding in 2019
- Organized 13 events for the academic year, 600% above the university club average. Includes 3 cross-club collaborations, and a technical showcase in AUB's flagship festival (AUB Outdoors, 15k+ attendees)
- Reached a club all-time high of 80+ registered members, achieving the highest engagement and attendance rates among clubs in the same category
- Won the "Outstanding Student Organization" award, surpassing 60+ larger, established clubs and societies in performance and activity

## Technical Instruction & Mentorship

Jan 2020 - Aug 2024

- Conducted an advanced 'Unity Clean Coding' seminar for 25 developers, focusing on project maintainability and team-based development; achieved a 95% satisfaction rate (Aug 2024)
- Delivered a 2-hour intermediate Unity workshop to 80 CS students at the University of Balamand; earned the highest satisfaction rating of the DevConnect event (Apr 2024)
- Coordinated a series of 4 technical workshops for the AUB Game Development Club, providing hands-on Unity training for a total of 60+ attendees (2022 - 2023)
- Served as a Teaching Assistant for the 'Introductory Python Programming' course at AUB, providing hands-on guidance for 30 students during weekly lab sessions (Jan 2020 - Jun 2020)

## TECHNICAL BACKGROUND

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### Nomadroid Studio KSA

Dec 2023 - Dec 2024

#### Game Developer & Designer

- Prototyped 20+ mechanics and 4 playable demos for R&D evaluation, authored the Game Design Document (GDD) for Fideo's Adventure and executed production QA for the 2024 release [KoroNeko](#)

### Yayy SAL

May 2022 - Dec 2023

#### Unity Developer

- Collaborated on the development of the multiplayer title [Project 2121](#); delivered high revenue Metaverse/AR/VR projects, and built custom Unity Editor tools for Procedural Generation and [Camera Systems](#)

### TheVideoGameStudio Beirut (VGS)

Dec 2020 - May 2022

#### Unity Developer

- Fixed optimization bottlenecks for a mobile RPG in development (increased FPS from 15 to 30); designed and developed a casual mobile prototype with full technical documentation

## Education

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American University of Beirut (AUB), Bachelor of Engineering

Graduated Jun 2023

Software Engineering focus area, graduated with Distinction

Sagesse Brasilia, French Baccalaureate

Graduated Jun 2019

General Sciences Branch, graduated With Honors/Distinction, Score 16.0/20