



📍 Fes, Morocco

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Technical Skills

Unity

VR Development

C#

Game & level Design

Blender

Photoshop

Illustrator

Soft Skills

Fast learner

Team player

Collaborative communication

Problem-solving mindset

LANGUAGES

Arabic – *Native*

French – *Bilingual*

English – *Bilingual*

Interests

Gaming

Sports

Travel

Cinema

RACHID EL MANSORI

Game Developer | Unity Developer | Game & Level Designer

I'm a passionate game creator who loves turning ideas into playable worlds. I enjoy building levels, shaping gameplay, and finding the small details that make an experience feel alive. I'm curious, creative, and always learning new ways to make players feel something through my work.

Education

Certification, Video Game Creation –

UIR / ISART DIGITAL Partnership (2025)

- 1057 hours of hands-on training focused on game design, level design, and gameplay programming.
- Gained experience in Unity, Unreal Engine, AI for NPCs, shaders, and project management.
- Developed teamwork, presentation, and organization skills.

Certification, Xr developer & 3D Modeling –

UM6P / EON Reality (2023-2024)

- Trained in 3D modeling, texturing, and animation using Blender
- Developed practical experience with Unity for scripting, lighting, shaders, and environment setup.
- Worked on real-time simulations such as traffic and warehouse lighting projects.
- Built skills in creating optimized 3D assets and interactive XR environments.

Baccalaureate in Physical Sciences –

Ibno Roched High School (2021)

Work Experience

Lost in Sala Colonia (Final Project) – ISART(Video Game Creator Program-UIR)

May 2025 – Sept 2025

- Developed player controls, camera, and interactive gameplay (puzzles, doors, jumpscars).
- Debugged scripts and refined animations to enhance gameplay.
- Collaborated with team to deliver a cohesive horror experience in deadlines.

Team Project – UM6P (XR & 3D Modeling)

Oct 2023 – Apr 2024

- Factory Safety Simulation: Focused on XR integration, 3D modeling, and teamwork to meet project goals.
- Bowling VR Game: Contributed as Unity Developer, handling gameplay programming, interactions, and lighting setup.

Freelance Designer

Jan 2021 – 2023

- Learned to adapt quickly to client needs and ensure satisfaction.