

# Cédric Rahbari

# Technical Game Designer

<https://malorf.github.io/>

## VIDEO GAME PROJECTS

### DEV

- **Choose Your Adventure:** an interactive RPG in a fantasy open-world. **UNITY**  
*IA , character motor, animation*  
*UI (Stats, spells, HP, XP, chat),*  
*sounds, system (Quests, progression)*

### DESIGN

*World building, narrative system,*  
*engine implementation, storytelling*  
*(Non-linear quests)*

- **Cursed Lovers:** cooperative multiplayer game third person shooter. **UE5**  
*Multiplayer listening server, UI*  
*gameplay (3C, rules, scoreboard),*  
*shooting system*

*Level design, balance,*  
*game mechanics, UX(visual cues,*  
*no waiting time), rules*

- **Memory Reaction:** mobile game for children based on memory. **Unity**  
*Menu, algorithms*

*educational memory game*

- **Die As Brave:** multiplayer battle arena based on click and release. **UE5**  
*Multiplayer dedicated server, RPC*  
*action bar system, NPC behaviors*  
*skill system, camera , tab targeting*

*Class design, balance,*  
*VFX, skill designs (Aoe,*  
*projectile or aim)*

## SKILLS

C#, C++, Unity3D, UE5, Java, JS, Angular, Spring, SQL, Git, Agile (SCRUM/SAFe)

## PROFESSIONAL EXPERIENCE

- **2023-now** : Developer full stack at Thales
- **2019-2022** : Full time teacher at national education

## EDUCATION

**2023 INTI**, Java/angular fullstack developer

**2018-2019 UNIVERSITY ROUEN NORMANDIE**, MASTER'S DEGREE IN EDUCATION.

**2014-2017 UNIVERSITY PARIS NANTERRE**, BACHELOR'S DEGREE IN STAPS

## HOBBIES

**Sports** : Savate (French Boxing) and swimming

**Video games** : Tales of Symphonia / World of Warcraft / League of Legends

**Creations** : games, web-serie and script-writing