

Cédric Rahbari

Junior Game Developer

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

PROJECTS

DEV

- **Cursed Lovers**: cooperative multiplayer game third person shooter. **UE5**

*Advanced session multiplayer,
gameplay (3C, rules, scoreboard),
animation, bullets drop*

DESIGN

*Rules, level, points system,
interactions, UX(visual cues, no
waiting time for any players)*

- **Choose Your Adventure**: an interactive RPG in a fantasy world. **UNITY**

*IA (NPC's interaction), character motor
UI (Stats, spells, HP, XP, chat),
sounds, system (Quests, progression)*

*Game balancing, fight design,
levels design, narrative design
(Quests, story, dialogues)*

SKILLS

C#, C++, Blueprint, Unity, UE5, .NET,
GitHub, VisualStudio, HTML

GDD, Mockups, Photoshop/Krita,
PremierePro, Creativity

PROFESSIONAL EXPERIENCE

NATIONAL EDUCATION – *Elementary school teacher*

- **2020-2022**: Full time teacher
- **2019-2020**: I got my teacher examination and wrote my Master thesis on the following subject : **“cheating at school”**

EDUCATION

2022 OPENCLASSROOMS, C++, C#, Object-oriented programming (certificates)

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

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

2013-2014 Intensive one year study course preparing for the competitive entrance examinations to the French “Grandes écoles” (*MPSI*)

2013 HIGH SCHOOL DIPLOMA, Mantes-la-Jolie, France, graduated with honors

HOBBIES

Sports : Savate (French Boxing) and swimming

Video games : League of Legends (Master+ and high level competition) and WoW

Creations : web-serie and writing scripts