

Cédric Rahbari

Junior Game Developer

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

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
(Main plot, quests, dialogues)

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

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

SKILLS

C#, C++, UE Blueprint, Unity3D, UE5,
GitHub, VS Code, HTML, .NET

GDD, Mockups, Photoshop/Krita,
Premiere Pro, Twine, Blender

PROFESSIONAL EXPERIENCE

NATIONAL EDUCATION – Elementary school teacher

- **2020-Present** : 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 : Tales of Symphonia / World of Warcraft / The last of Us

Creations : web-serie and script-writing