

# Houssein KALI

Level designer

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hkali.net



## PROFESSIONAL PROFILE

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With several years of experience in the video game industry, I have developed strong expertise in content creation and gameplay integration. Passionate about designing immersive worlds and unique game designs, I leverage my boundless creativity and innovative ideas to bring captivating universes to life. Whether for adventure, action, or other genres, my goal is to create memorable and engaging gameplay experiences.

## PROFESSIONAL EXPERIENCE

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### **Instructor for Various Digital Design Institutions – "ICAN, YNOV, e-artsup"**

*October 2023 – Present*

- Introducing artists to video game development
- Teaching students how to write game design documents
- Deepening knowledge in 2D/3D level design
- Prototype development on Unreal Engine using Blueprint

### **Level Designer & Blueprint Developer – "EVIL RAPTOR"**

*November 2022 – September 2024 (1 year and 10 months)*

- Writing gameplay scenarios
- Creating gameplay and level design for various projects
- Developing gameplay elements in Blueprint on Unreal Engine

### **Game & Level Design Internship – "Lyon 2 University Research Center"**

*May 2022 – September 2022 (4 months)*

- Created a gamified application to improve student nutrition
- Designed and integrated content (objectives, storytelling, rewards) into Unity

## EDUCATION

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### **Bachelor's Degree in Game Design – E-Artsup Lyon**

*2022*

- Skills acquired: Game Design, Level Design, Visual Scripting, Project & Team Management, Marketing

### **Scientific Baccalaureate**

*2017*

- Skills acquired: Python programming, Web development (HTML & CSS)

## SKILLS

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- Narrative Intentions
- Difficulty Balancing
- Rational Level Design
- Player Learning Curve
- Puzzle Design
- Scripting and Implementation

## LANGUAGES

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- French – Fluent
- Arabic – Fluent
- English – Advanced
- Spanish – Basic knowledge