

Houssein KALI

Level designer

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hkali.net



PROFESSIONAL PROFILE

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

Technical Narrative Level Designer – "DigixArt"

July 2025 – March 2026 (9 months - Fixed-Term Contract)

- Blockout and design of narrative gameplay spaces in Unreal Engine 5
- Blueprint scripting for interactive and immersive gameplay sequences
- Scene setup and pacing design to support storytelling and player flow

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

October 2023 – July 2025 (1 year and 9 months)

- 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

EDUCATION

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

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

LANGUAGES

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