

YANNIS BERKANE

GAME ENGINEER

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EDUCATION

2017-2021

Game Design & Programming, Isart Digital, Paris
School of video games and animation 3D-FX

2016-2017

3D & Video Game, ESGI, Paris
Graduate School of Engineering

Jan 2015 - Jun 2015

Linguistics Courses, Akamonkai, Tokyo, Japan
Japanese language school

2010-2013

Game Art, Isart Digital, Paris
School of video games and animation 3D-FX

COMPUTER SKILLS & LANGUAGES

Programming



CSharp



C++



HTML



CSS



JavaScript



ActionScript3



OpenFL



Python

Softwares



Unreal Engine



Unity



Maya



Git



Perforce



Photoshop



Illustrator



InDesign



Animate

Languages



French, **Native**



English, **TOEIC: 835**



Japanese, **Studied 6 months in Japan**

INTERESTS

Japan

Travel, Manga, Animation, Music, Drama

Podcast / Streaming

Produced shows on :

Final Fantasy - Au coin du square

Japan - Geet in japan

COMPLETED PROJECTS

Dec 2022 - May 2023

Unannounced project | Action game | Unity | NG

- Improved enemies AI without NavMesh tools
- Implemented several types of weapons and bullets
- Produced shaders and FX

Nov 2022

Intern GameJam | Couch Game | Unity

- Handled concept and Game Design
- Developed character controls and interactions
- Managed character animations

May 2022 - Nov 2022

Frogger 2 | Puzzle game | Unity | iOS/Mac

- Implemented new puzzle features for DLCs
- Improved existing features to work with new features
- Fixed bugs

Sep. 2021 - Apr. 2022

Urban Trial Pocket | Racing Game | UE4 | Mobile

- Designed and implemented new controls for mobile
- Reworked all interfaces for mobile
- Fixed bugs related to different devices

Oct 2020 - May 2021

Astrea's Gift | Puzzle Game | UE4 | Nintendo Switch

- Defined all gameplay structure in C++
- Made character and its controls
- Prepared tools to make level design more lively

WORK EXPERIENCE

May 2022

Programmer, Q-Games, Kyoto

- Designed and prototyped game features
- Experimented shader creation on unity

Sep 2021 - Mar 2022

Programmer, DoubleJack, Paris

- Adapted game controls for mobile
- Reworked UI for mobile

Jul 2021 - Aug 2021

Gameplay Programmer, Microids, Paris

- Implemented tests to check gameplay features
- Developed enemy's behaviors

Jan 2021 - May 2021

Gameplay Developer Unity, Owl Games Studio, Paris

- Searched and proposed new concepts
- Prototyped hypercasual games