

CÉDRIC BEKKAR

Game Designer

SUMMARY

Creative Game Designer combining a strong computer science background with hands-on industry experience. Dedicates personal time to designing, building, and iterating on diverse gameplay mechanics with a focus on delivering high-quality, engaging player experiences.

CONTACT

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PROFESSIONAL EXPERIENCE

TOYS FILMS – GAME DESIGNER AND DEVELOPER INTERN

11/2025 – 03/2026

- Ported my board game To The Top into a mobile video game with Unity
- Tested the ported version of the game to check the relevance of its design
- Redesigned the entire game to create a design that matches the mobile support
- Developed and validated the new version of To The Top
- Worked and learned Unity in depth with the help of my highly qualified tutor

ENTRAIDE UNION – NIGHTWATCHMAN

2022 – 2024

- Monitored deaf and hard of hearing people with associated disorders
- Ensured the proper functioning of the establishment's rules
- Managed the evenings and mornings for the residents
- Handled some patients' medical issues, focusing on sleep apnea
- Followed a first-aid lifeguard training course and one on mental disability

SELF-EMPLOYED – WEB DEVELOPER

2020 – 2024

- Developed dozens of websites for several businesses and individuals
- Improved the sales of my clients' businesses (up to +150%)

MAK-SYSTEM FRANCE – WEB DEVELOPER & TECHNICAL SUPPORT APPRENTICE

2018 – 2020

- Refurbished the company's main website and worked on internal company websites
- Built the company's CRM and ERP to improve its performance over time
- Participated in the maintenance of computer equipment
- Helped employees experiencing computer difficulties

GAME PROJECTS

TO THE TOP (BOARD GAME) – GAME DESIGNER AND CREATOR

2024 – 2026

- Designed and crafted the game with three schoolmates over a week-long project
- Improved the game by having it played at dedicated events
- Presented the board game to a company that accepted my project of porting it into a video game

GOBLIN'SURRECTION (UNITY BUILT GAME) – GAME DESIGNER AND DEVELOPER

2025

- Designed and developed a Tower Defense game for my end of studies project
- Developed interesting mechanics and innovating gameplay

SKILLS

DESIGN & LEVEL BUILDING

- Game Design & Level Design
- Prototyping & Level Blockout
- Game Loop Design & Balancing

ENGINES & LANGUAGES

- Unity & Unreal Engine
- C#, C++ & Blueprints
- HTML / CSS / PHP / JS

TECHNICAL SKILLS

- Git, Notion, Trello, Miro, Jira
- Photoshop, Illustrator, GIMP
- English (Fluent), French (Native)

EDUCATION

UNIVERSITÉ SORBONNE PARIS NORD 2024 – 2025
BACHELOR'S DEGREE IN GAME & LEVEL DESIGN

CNAM PARIS 2018 – 2020
ASSOCIATE DEGREE IN COMPUTER SCIENCE

GAMING BACKGROUND

- **Genres:** MMORPG, Multiplayer Competitive & Co-op games, TCG & board games
- **Activities:** Active alpha/beta tester for early access games, both on mobile and PC.
- **Tech:** Procedural Generation, VR