YOUSSEF JAMMOUL

CONTACT

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PERSONAL PROFILE

Young Professional well-experienced in 3D modeling, texturing and animation with a Bachelor's degree in game design; artists on various games and projects in university; practiced skills in level design and environment design; ability to work under high pressure.

HARD SKILLS

Level Design
Environment Design
Game Design
Narrative Design
Prototyping

Blender - expert
Maya - advanced
ZBrush - advanced
Adobe Photoshop - expert
Substance Painter - expert
Unreal Engine 4 - beginner
Adobe Illustrator - advanced
Microsoft Office - expert

SOFT SKILLS

Creative thinking
Implement feedback
Team-oriented working

LANGUAGE

german - native   arabic - fluent
english - fluent   french - basic

EXPERIENCE

03/2019 — 10/2019   **Intern at Volix UG**
- worked on the project 'Bellaza'
- mainly 3D modeling and texturing
- modeling various modular level kits

EDUCATION

04/2024 - Current   **Master of Arts in Game & System Design at HTW, Berlin**
- Entrepreneurship
- System & Game Thinking
- eXtended Realities

10/2016 — 03/2020   **Bachelor of Science in Game Design at MDH, Berlin**
- game design and level design
- digital artwork and 2D animation
- 3D modeling, texturing, animation and UI design

04/2015-03/2016   **Applied Computer Science at HTW, Berlin - discontinued**
- network building
- algorithms and data structures
- logical basics of computer science

07/2014   **Abitur (equivalent to A-levels) at Andreas-Gymnasium, Berlin**

GAME PROJECTS IN UNIVERSITY

Bachelor thesis   **Modular level design and procedural generation of 3D assets in video games**
- examples powered by Houdini SideFx and Unreal Engine 4

7th semester   **Museum AR Experience**
- a concept that allows to explore a painting in a museum in 3D through AR image tracking

5th semester   **Under Construction**
- a 3D casual game for mobiles in which you can build a tower to beat the highscore

4th semester   **Half Life 2 Level**
- a level in Half Life 2 which would fit storytechnically to the original game, build in the hammer engine

4th semester   **Teddy VS Nightmares**
- a game in which you play a teddy bear who defeats the nightmares of his child

3rd semester   **Keep Talking & Escape**
- a coop-escape-game in which you must solve all puzzles to escape from an apartment

2nd semester   **Mixed-Up Tales**
- a 2D digital puzzle card game inspired from tic-tac-toe with the common fairytale characters

INTERESTS

Video games - 'Life is Strange' and 'Bioshock Infinite' are just two of many games that have inspired me for my studies in game design.

Crafting - Working with wood opens a wide range for me to realize my creative potential. I have built several of my furniture at home myself due to this.

Karate - Through karate I have learned to work consistently on something to get the best possible result.