



ZEINEB BEZZAOUIA

GAME DESIGNER

CONTACT



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ZeinebBezzaouia /[Linked.in](#)



Vancouver, BC

SKILLS

- Unreal Blueprint
- Unity C#
- Design Documentation
- Maya
- Excel / Google Sheets

LANGUAGE

- English (Fluent)
- French (Native)
- Arabic (Native)

PROFESSIONAL PROFILE

Passionate Junior Game Designer with a strong creative drive and a deep understanding of game mechanics and player engagement. Dedicated to delivering immersive and memorable gaming experiences. Skilled in concept development, level design, and gameplay balancing.

WORK EXPERIENCE

Junior Game Designer | Archiact VR

Aug 2022 - Now

- Worked closely with a development Team to create engaging social VR experiences
- Presented new game design concepts to management and technical colleagues, including artists, animators, and programmers.
- Developed and maintained design and level documentation, including mechanics and guidelines.
- Created level Layouts in Photoshop and Grayblocks and presented them to a client
- Adapted and incorporated feedback received from clients directly
- Organized and led meetings for design pods and facilitated communication within the development team.
- Provided feedback to designers and other colleagues regarding game design features.

QA Analyst | The Coalition - EA - Skybox Labs

March 2020 - August 2022

- Skybox Labs:
 - Worked on bugging and checking Live services for Destiny 2
- Electronic Arts
 - Testing Games for EA desktop App Implementation
 - Automation Testing
- The Coalition
 - Multiplayer Testing Localization Testing Audio Testing Campaign

EDUCATION

Game Design Diploma

Associate's degree in Game Art and Design