



Jalil Daif

Game Design - Bachelor

Phone: 01777470377
Mail: jalildaifgmail.com
Linkedin: www.linkedin.com/in/jalil-daif/



Hard Skills:

Blender ■ ■ ■ ■ ■ ■
Autodesk Maya ■ ■ ■ ■
Pixologic Zbrush ■ ■ ■ ■

Substance Designer ■ ■ ■
Substance Painter ■ ■ ■

Adobe Photoshop ■ ■ ■ ■ ■ ■ ■ ■
Affinity Publisher ■ ■ ■ ■ ■ ■ ■ ■
Affinity Designer ■ ■ ■ ■ ■ ■

Unity ■ ■ ■ ■ ■ ■
Unreal Engine 5 ■ ■ ■ ■ ■

Soft Skills:

Creativity ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
Communication ■ ■ ■ ■ ■ ■ ■ ■
Adaptability ■ ■ ■ ■ ■ ■ ■ ■
Self Sufficiency ■ ■ ■ ■ ■ ■ ■ ■
Teamwork ■ ■ ■ ■ ■ ■ ■ ■
Problem solving ■ ■ ■ ■ ■ ■ ■ ■
Work ethic ■ ■ ■ ■ ■ ■ ■ ■
Interpersonal skills ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

Languages

German (native) ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
English (fluent) ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
French (fluent) ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
Arabic (elementary) ■ ■ ■ ■ ■ ■ ■ ■

Resumé 2022

About me:

I am a 25 year old Game Design student at the University of Applied Science (HTW) in Berlin, Germany. Currently I am pursuing my Bachelor of Arts and I intend to finish my studies by 2023/24. I am a German national who grew up in Marrakesch, Morocco.

I am well balanced in many areas of game design and familiar with the workflow of team-oriented game development. I am particularly confident in my abilities in 3D art and visual development as well as sound design.

Education:

HTW Berlin Bachelor of Arts (BA) Game Design 2020 - ongoing	LMU München Law studies 2017 - 2019	Studienkolleg München Feststellungsprüfung (2,2) Geistes- und Gesellschaftswissenschaften 2016
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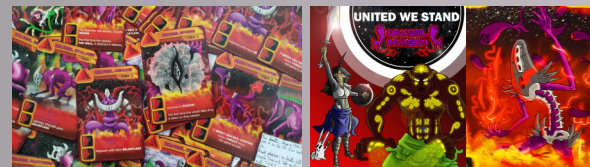
Interests:

I have a keen interest in the mechanics of story telling, game theory and I am a movie enthusiast. In my free time I play Volleyball, Football and express myself artistically through drawing.

Projects:

Here is a selection of games I developed between 2019 and 2022. The team sizes vary from solo projects to 6 person teams, either as university projects or born in my free time. Each project is unique and offers insights on the inner workings of my brain. For an extended overview of these projects, please check out the embedded project pagers. Follow the QR code to have a look (or listen) at a few of these games and my contributions!

In every project I was mainly involved in the core game design, the art direction, the visual development, the asset design be it in 2D or 3D as well as the sound design.



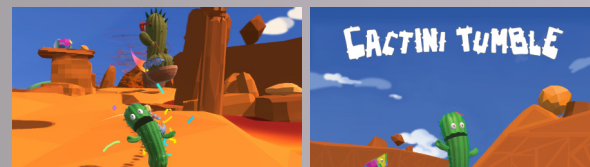
Dra'ssil Invasion

5 Months - 2019 - analog
Survival - Coop - Deckbuilding



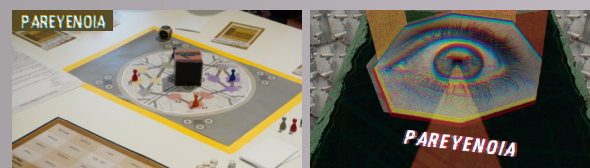
Blutfeder

3 Months - 2021 - digital/PC
Survival - Action - Adventure



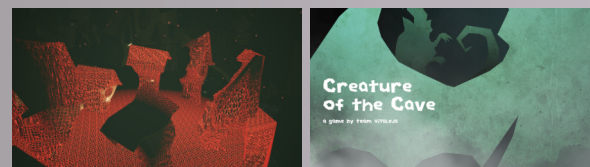
Cactini Tumble

3 Months - 2021/22 - digital/PC
Funny - Casual - Wacky physics



PAREYENOIA

3 Weeks - 2022 - analog
Shedding - Satirical - Social game



Creature of the Cave VR

3 Weeks - 2022 - digital/PC
Exploration - Moody - VR