



VIEW MY PORTFOLIO
ONLINE



CONTACT

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HIGHLIGHTS

Shipped **10+** indie game titles

Worked with **15+** external
developers and partners

**Built internal QA & playtest
processes from scratch**



SUMMARY

Game Producer with a background in digital marketing and a strong foundation in **milestone management**, **QA processes** and **cross-functional coordination** throughout all stages of development.

Passionate about indie games, I bring a **collaborative, user-focused mindset** where I can support teams and help deliver high-quality titles **on-site or remotely across PC, console and mobile platforms**.



LANGUAGES

French: Native

English: Professional (C1)



CREATIVE INTERESTS

Game Jam events

Regular participation as designer/producer

Animated movies

Strong interest in narrative & visual design

YANI KARA

Publishing Producer



PROFESSIONAL EXPERIENCE

Producer (2024 – present)

Plug In Digital, indie video game publisher – Montpellier, France

- Managed production on PC, console and mobile (Agile, Scrum), coordinating milestone validations, QA and playtest internally.
- Coordinate with international developers, localization partners, business development and marketing teams from sourcing to release.



Beholder: Conductor



Turnip Boy Robs a Bank



Shotgun King

**+10 more
games
shipped**

Customer Success Manager (2021 – 2023)

Ollca, online marketplace for local retailers – Paris, France

Managed onboarding, training and support for 40+ B2B customers in e-commerce

Trainer & Technical Support Manager (2017 – 2021)

SPREAD, CRM marketing software publisher – Rouen, France

Led technical training sessions and provided frontline support for a SaaS platform



SKILLS & KNOWLEDGE



Soft Skills

- ✓ Strong relational skills, Solution-oriented mindset
- ✓ Autonomous & rigorous, Curious & pragmatic approach



Production Tools

- ✓ Confluence, Jira, Redmine, Figma, Notion, Office Suite
- ✓ Epic Dev Portal, Steamworks
- ✓ PlayStation, Microsoft, Nintendo Dev Portals
- ✓ App Store Connect, Google Play Console



Technical Skills

- ✓ GitHub, GitLab, Bitbucket, IBM Aspera
- ✓ Unity, Unreal Engine, GameMaker
- ✓ JS, PHP, HTML, CSS



EDUCATION

Master, Game Design – University of Metz, France (2023 – 2025)

Game and level design, programming, audiovisual production, multimedia writing

Master, Digital Sales Marketing – CNAM Rouen, France (2021 - 2023)

Market research, consumer behaviour, commercial communication

Bachelor, E-Commerce – University of Rouen, France (2017 - 2018)

Degree, Computer Networks – University of Rouen, France (2015 - 2017)