



 **VIEW MY PORTFOLIO ONLINE**

 **CONTACT**

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 **HIGHLIGHTS**

Shipped **10+ video 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 meaningful games, I bring a **collaborative, user-focused mindset** where I can support teams and help deliver creative, 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

## Game Producer

### PROFESSIONAL EXPERIENCE

#### **Associate Producer** (2024 – present)

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

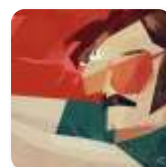
- o *Managed production of 10+ PC, console and mobile titles (Agile / Scrum), coordinating milestone validations, QA and localization internally.*
- o *Coordinate with international developers, localization partners and marketing teams from pre-production to release*



*Vampire: The Masquerade*



*Turnip Boy Robs a Bank*



*Serial Cleaner*

**+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

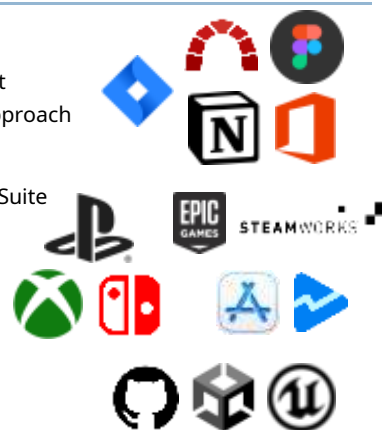
- ✓ Strong relational skills, Solution-oriented mindset
- ✓ Autonomous & rigorous, Curious & pragmatic approach

#### 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, Unity (C#), Unreal Engine (Blueprints)
- ✓ 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)