

Yassir ESSABAHY

Game developer

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Game Developer with hands-on experience in Unity and C#, creating interactive gameplay prototypes. I work on building gameplay systems, designing levels, and producing assets to bring ideas into playable experiences. I am motivated to continuously improve my skills, solve technical challenges, and contribute to creative development teams.

PROJECTS

Pharmacy Night Shift (Psychological Horror Simulation - PC) 02/2026 - 04/2026

A psychological psx-horror simulation set during a lonely night shift in a pharmacy, where the player interacts with strange customers and manages prescriptions while tension slowly builds in an unsettling atmosphere.

- Built core gameplay using C#, including interaction logic and progression systems
- Designed and produced all PSX-inspired 3D assets and visual elements using Blender - Textures Wrapping

Technical stack: Unity 6.3, C#, UI System, Game Logic, Prescription/Interaction Systems

FlipThatCan (Bouncing Can Game - Mobile) 01/2026 - 02/2026

A physics-based mobile arcade game where players control a bouncing can

- Developed a physics-based mobile game using Unity and C#
- Designed and created custom 2D game assets using Aseprite
- Built and tested the game for mobile performance and smooth gameplay experience

Technical stack: Unity (C#), Unity Physics Engine

DrDance (Flappy Bird Style Game - Mobile) 01/2026 - 02/2026

A fast-paced arcade game inspired by classic endless runner mechanics, where players navigate through obstacles while maintaining rhythm and precision.

- Developed a 2D mobile game inspired by Flappy Bird using Unity and C#
- Implemented player controls, obstacle spawning system, and real-time score tracking using scripts

Technical stack: Unity (C#), Unity Physics & UI System

Recording 02:17 - (Psychological Horror Game - PC) 11/2025 - 01/2026

A psychological horror experience set inside mysterious environments, where the player uncovers hidden events through exploration and environmental storytelling.

- Built a psychological horror prototype in Unity.
- Designed atmosphere-driven gameplay with player interactions and scene triggers.
- Applied level design and basic C# scripting.

PROFESSIONAL EXPERIENCE

Digital Marketing Assistant | BG Marketing – Meknès 05/2025 – 06/2025

- Worked with digital marketing tools and online platforms (Google Analytics - WordPress)
- Assisted with content creation and visual materials (Canva - Photoshop)
- Improved page speed by compressing images and cleaning unused plugins

Web Developer | Driving School – Meknès 02/2025 – 03/2025

- Developed a reservation website for a driving school
- Built the interface using HTML and CSS
- Created a clean and simple layout focused on usability

EDUCATION

Gaming Bootcamp – Game Development | Geeks Institute, LaStartupStation 11/2025 – 05/2026

Programming Bootcamp | Zone01 Oujda 09/2025 – 11/2026

Qualification Certificate –Web & Multimedia Development | ACCD Al Akhawayn 09/2024 – 07/2025

Specialized Technician Diploma Vehicles & Spare Parts Salesman | OFPPT 09/2022 – 07/2024

Baccalaureate in Physical Sciences | El Hassan El Youssi High School, Khenifra 2021 – 2022

CERTIFICATIONS

Microsoft Office 365 Certificate | Cisco

Hardware Basics Certificate | Cisco

Full-Stack Development Certificate | Udemy

Python Certificate | Udemy

TECHNICAL SKILLS

Programming languages : HTML, CSS, LUA, GO, C#

Design Tools : Adobe Photoshop - Aseprite - Canva

3D Tools: Blender (3D Modeling, Texturing, Animation), Unity 3D/2D

Texturing: Adobe Substance, ShoeBox, .NET Paint