

Isshak Ferdjani



NARRATIVE DESIGNER

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PROFESSIONAL SUMMARY

I've been in the industry since 2011, first as a freelancer on the press side, then transitioned to Community roles at Bandai Namco, Ubisoft and Microsoft, and to Marketing positions at Plug In Digital and Ubisoft.

I've always been passionate about writing and world building. I self-published a novella on Amazon and made a few games both alone and as part of game jam teams. I participated in the **2020 ArenaNet Game Narrative Mentorship** helmed by Bobby Steined, Studio Narrative Director.

I'm a fast learner, having taught myself to use various engines like Unity and Twine, and narrative/scripting tools within these engines.

BACKGROUND

He/him. I am from Benin in western Africa, with roots in Algeria in northern Africa. I'm Muslim and I identify as gay. I am married, we have two cats and a corgi. I'm 33 years old. I grew up in a multicultural household, speaking a combination of French, English and Arabic.

I left Benin in 2008 to study abroad for a couple of years at Purdue University in the United States. I moved to France in 2010 to study Communications. In 2015, I was granted permission to work, officializing my immigration to France.

My favorite genres include immersive sims, horror games, RPGs, open world adventure games, walking simulators and shooters.

GAME - AN OBJECTIVE COMPLEX

Solo Unity learning project

<https://hopelight-studio.itch.io/an-objective-complex>

You awake in The Complex with no context. It's a place that has been lived in for a while, but something happened here...

Explore the different rooms of the Complex, learn more about the people that lived there and confront the AI managing the place. Find out the truth about what happened.

For this project I learned how to use Pixel Crusher's Dialogue System (a branching conversation system).

GAME - THE RECLUSE

Solo Unity learning project

<https://hopelight-studio.itch.io/the-recluse>

In the far future, adults can choose to become recluses and live far away from society, alone in space. Their right to do so is legally protected.

Recluses aren't seen positively by society at large, especially the government and its police force. The police will not investigate a recluse's whereabouts unless three next of kin request it.

You've been sent to find out what happened to Recluse 709-V...

GAME JAMS

NOUR

Global Game Jam 2020 (in a team)

<https://hopelight-studio.itch.io/nour>

PRELUDE TO AN EPILOGUE

Global Game Jam 2015 (solo)

<https://hopelight-studio.itch.io/prelude-to-an-epilogue>

WRITING SAMPLE - A GLIMPSE

Screenplay

<https://drive.google.com/file/d/1Ok0ip9nyndsRkvH0d28sFHZKhW4iW9kn/view?usp=sharing>

"You've been granted a favor."

Alex wakes up in a white room. Standing in front of him is an enigmatic figure by the name of Sigma, holding two spheres in their hands. With the left, Alex can imagine any life he wants. With the right, Alex can change his reality to fit that new life.

What will he do? And what would you?