

## Contact

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## Education

2021  
Masters of Arts in Virtual and Augmented Reality  
York St. John University, York, UK


2020  
Bachelors of Arts in Games Design (Hons)  
York St. John University, York, UK

## Skills


### • Project Management

  
Zoho, Trello, Jira, Microsoft Office

### • Interpersonal communication

  
Discord, Slack, Teams


### • Game Design

  
Miro, Xmind, Design Sprints

### • Art

  
Adobe Suite, Maya, Blender, Marvelous Designer, 3D Coat

### • Game Development

  
Unity Engine, Unreal Engine, Version Control

## Community

### Speaker -Women in Tech York

•Participated in monthly talks on gender inclusivity and the tech industry.

### Event Organizer-Plant Swap York

•Set up and promoted a yearly local event that raises funds for Edible York.

# Yasmina Fadel

## Video Games Producer

I am an experienced games producer with a background in managing fully remote teams. Throughout my career, I've been deeply involved in various facets of development, including design, art, business, marketing, and more. This comprehensive understanding supports my ability to set clear expectations for stakeholders and nurture strong connections with my team. My aim is to bring my passion for games and compassion for people together to enhance your work environment.

## Experience

○ Dec 2023- Present  
Fruity Systems - Leeds (Remote)

### Producer

- Led a team and improved their work environment to boost productivity.
- Set goals, assigned tasks, and managed the project timeline.
- Monitored project progress, identifying risks and diversions early.
- Wrote game design documents and broke down the development process into manageable milestones.
- Conducted bi-annual performance reviews, encouraging staff and setting personal development goals.
- Ensured effective communication across all development areas.

○ Oct 2021-Nov 2023  
Fruity Systems - Leeds (Remote)

### Level Designer & Biz Dev

- Seeked out funding opportunities and negotiated publishing deals.
- Quickly whiteboxed level layouts for artists to use as reference.
- Created compelling pitches of our current project/studio.
- Upheld great relationships with publishers and manage project expectations.
- Attended conferences to expand the company's network and relationships.
- Concisely communicated lacking development tools to programmers.

○ Jun 2021-Oct 2021  
Fruity Systems - Leeds (Remote)

### Games Development Assistant

- Covered bases in: Game Design, Level Design, 2D Art, Technical Art, Marketing, Community Management, QA.

○ Sept 2017-Jun2021

### Freelancer

- Took on freelance opportunities ranging from retopology, graphic design and illustration.

## Projects

### Space Salvage

<https://www.meta.com/en-gb/experiences/5768528353244808/>

Space Salvage is a darkly comic, 80's sci-fi themed, VR space flight, combat and refuse collection game. Since its launch on the Meta Store on the 2nd of November of 2023, Space Salvage garnered an overall 4.4 star rating on the platform. During the final QA stage with Meta, the game received the praise of being "...It is in spectacular condition, with no outstanding blockers, performance drops, or stability issues..."