

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
- Participate in monthly talks with topics spread across gender inclusivity and the tech industry.
- Event Organizer-Plant Swap York
- Set up and promote a yearly local event that raises funds for Edible York.

Yasmina Fadel

Video Games Producer

I am an experienced games producer who has worked in a fully remote team. During this time I had the pleasure of being hands on with all aspects of development. This in depth understanding comes into play whenever I set expectations for a final product from stakeholders as well as ease in connecting with the team working on the project. My aim is to bring my passion for games and compassion for people together to maintain and improve your work environment.

Experience

- Dec 2023- Present
Fruity Systems - Leeds (Remote)
Producer
 - Managed a team and consistently improve their work-environment to boost productivity.
 - Was responsible for setting goals, allocating tasks and managing project timeline.
 - Wrote game design documents and break down the development process into digestible milestones.
 - Established and maintain good communication across all areas of development.
 - Conducted bi-annual staff performance reviews that leave staff feeling encouraged and with personal development goals.
 - Tracked progress along the project and catch risks and diversions ahead of time.
- Oct 2021-Nov 2023
Fruity Systems - Leeds (Remote)
Level Designer & Biz Dev
 - Concisely communicated lacking development tools to programmers.
 - 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.
 - Sseeked out funding opportunities and negotiate publishing deals.
- Jun 2021-Oct 2021
Fruity Systems - Leeds (Remote)
Games Development Assistant
 - During the early days of Fruity Systems I filled in as a generalist covering bases in: Game Design, Level Design, 2D Art, Technical Art, Marketing, Community Management, QA.
- Sept 2017-Jun2021
Freelancer
 - Throughout my studies I took on a number of 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...".