

# YVAN RICHANI

## Technical Project Manager

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## About

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Computer & Communications Engineering graduate with 5 years of gaming industry experience. Specializes in bridging the gap between development and production. Relies on a deep technical background in Unity/C# to ensure precise scoping of sprints and boost client trust with technical transparency

## Skills

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### Management

Requirements Gathering  
Sprint Scoping  
Client Relationships  
Value Negotiation

### Technical

Technical Feasibility  
Software Architecture  
Technical Debt Management  
Visual and Audio Integration

### Tools

ClickUp  
Git  
Notion  
Jira

## MANAGEMENT & LEADERSHIP EXPERIENCE

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### NoSolo Studios

Nov 2023 - Present

#### Co-Founder & Technical Project Manager

*Co-founded a professional freelance team to lead the Lebanese game development market, delivering diverse technical projects including Games, AR/VR, and 3D animation for a global client base*

- Negotiated and delivered 10+ international projects, generating \$75K in revenue across 2025 with a studio-wide 100% on-time delivery record
- Directing a \$100K+ mobile hero shooter, managing a team of 5 senior specialists across engineering, art, and audio (including SFX and voice acting), targeting a Q3 2026 release
- Led the technical delivery and client communication of [A Heavy Morning](#), an award-winning visual novel funded by Microsoft and published by Bright Gambit (headed by Ubisoft VP Creative Director Fawzi Mesmar). Releasing for Steam and Xbox in Q2 2026
- Handled the end-to-end development, contract negotiation, and Google Play deployment of [Sweetstacks](#), serving as the sole technical partner for an external art studio

### Nomadroid Studio KSA

Dec 2024 - Feb 2026

#### Lead Game Designer

*Nomadroid is an award-winning indie studio and one of the first PC and console developers in Saudi Arabia, focusing on culturally-driven IPs with global market appeal*

- Spearheaded the design and IP development of Fideo's Adventure; winning [1st place at the Very Big Indie Pitch](#) (Dubai Game Expo)
- Secured a \$160K grant via the Ithra Content Enrichment Initiative by strategically re-shaping game architecture and narrative to integrate localized Arabic culture and language requirements
- Designed 3 production-ready demos for major global conferences (Gamescom, BitSummit, Devcom), serving as the technical demo used for publisher pitching and investment rounds
- Polished gameplay systems through QA reporting and balancing parameters in Unity, reducing engineering iteration time and optimizing game feel for public showcases

## Game Development Club (American University of Beirut)

Aug 2022 - Jun 2023

### Club President

*Tasked with revitalizing the organization post-pandemic, I restructured the club's operations to support a consistent schedule of technical workshops, esports tournaments, and social gaming events*

- Led the club and its 15 board members through its most successful year since founding in 2019
- Organized 13 events for the academic year, 600% above the university club average. Includes 3 cross-club collaborations, and a technical showcase in AUB's flagship festival (AUB Outdoors, 15k+ attendees)
- Reached a club all-time high of 80+ registered members, achieving the highest engagement and attendance rates among clubs in the same category
- Won the "Outstanding Student Organization" award, surpassing 60+ larger, established clubs and societies in performance and activity

## Technical Instruction & Mentorship

Jan 2020 - Aug 2024

- Conducted an advanced 'Unity Clean Coding' seminar for 25 developers, focusing on project maintainability and team-based development; achieved a 95% satisfaction rate (Aug 2024)
- Delivered a 2-hour intermediate Unity workshop to 80 CS students at the University of Balamand; earned the highest satisfaction rating of the DevConnect event (Apr 2024)
- Coordinated a series of 4 technical workshops for the AUB Game Development Club, providing hands-on Unity training for a total of 60+ attendees (2022 – 2023)
- Served as a Teaching Assistant for the 'Introductory Python Programming' course at AUB, providing hands-on guidance for 30 students during weekly lab sessions (Jan 2020 – Jun 2020)

## TECHNICAL BACKGROUND

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### Nomadroid Studio KSA

Dec 2023 - Dec 2024

#### Game Developer & Designer

- Prototyped 20+ mechanics and 4 playable demos for R&D evaluation, authored the Game Design Document (GDD) for Fideo's Adventure and executed production QA for the 2024 release [KoroNeko](#)

### Yayy SAL

May 2022 - Dec 2023

#### Unity Developer

- Collaborated on the development of the multiplayer title [Project 2121](#); delivered high revenue Metaverse/AR/VR projects, and built custom Unity Editor tools for Procedural Generation and [Camera Systems](#)

### TheVideoGameStudio Beirut (VGS)

Dec 2020 - May 2022

#### Unity Developer

- Fixed optimization bottlenecks for a mobile RPG in development (increased FPS from 15 to 30); designed and developed a casual mobile prototype with full technical documentation

## Education

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American University of Beirut (AUB), Bachelor of Engineering  
Software Engineering focus area, graduated with Distinction

Graduated Jun 2023

Sagesse Brasilia, French Baccalaureate  
General Sciences Branch, graduated With Honors/Distinction, Score 16.0/20

Graduated Jun 2019