Yannis Rossi

Technical Designer

calian.rossi@outlook.com
linkedin.com/in/yannis-rossi-390a15245
yannisrossi.com
Basel, Switzerland · remote worldwide · hybrid US

PROFILE

Technical designer with a background in game programming. I work between stakeholders, users and developers, and turn ideas into systems that are technically feasible and tested with real people.

SKILLS

Engines and code

Unity · Unreal Engine 5 · Blueprints · C# · C++ · Python · Git

Technical design

Systems design · Documentation · Feasibility analysis · Requirements · User stories

UX and research

UX design · User research · Journey mapping · Playtesting

Working with people

Project coordination · Workshops · Pitches · Notion

LANGUAGES

English	C2
German	C2
French	B1
Italian	A2

OUTSIDE WORK

Hiking, poetry, traveling.

References on request.

EXPERIENCE

Freelance Technical Designer & Product Development
May 2026 to now

Self-employed, Basel

- Product concepts and technical design documentation for digital products
- Feasibility analysis and technical research to support product decisions
- Pitches, stakeholder presentations and business development
- Turning business requirements into structured technical specifications

Product Experience Owner
Sep 2025 to May 2026

Innology GmbH, Basel

- Coordinated stakeholders, developers and management on VR products, including Ballpen Studio and Koliseum NOVa
- Gathered, documented and communicated requirements
- Ran structured test sessions and wrote design documents with prioritised changes
- Represented projects at client meetings, demos and industry events

Project Lead, Block 4 (BSc project)
Jan 2025 to Feb 2026

Self-employed, Basel

- Year-long project on real-time visual effects: a horror game with a live datamosh hallucination system in Unity
- Defined scope, milestones and technical goals; researched rendering techniques
- Wrote the full technical and design documentation and a 28-page thesis

EDUCATION

MA Game Design, minor in social media studies
Current

Zurich University of the Arts (ZHdK)

BSc (Hons) Game Programming & Development
2024 to 2026

SAE Zurich

Diploma, Game Programming
2022 to 2024

SAE Zurich

SELECTED PROJECTS

ASITP. Prototype trading system that scores new token launches live and logs every decision for tuning. Python, in testing.

Forkline. Branching dialogue editor that imports raw scripts and flags dead ends. yannisrossi.com/forkline