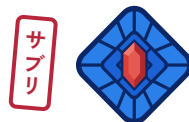


SABRI MOHAMADI

サブリ・モハマディ



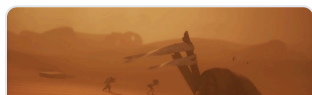
PRODUCER · GAME DESIGNER aka Hikali

◆ In Tokyo · authorized to work now · sponsorship needed for a permanent role

◆ PROFILE

I was **Global Associate Producer at Bandai Namco Entertainment Europe** on the **Little Nightmares** franchise, in the main team that drove its worldwide strategy across console, VR and mobile. Since 2025 I have worked as a **freelance producer and game designer**, and I teach and consult at Master level. I started out as a programmer, and I live in Tokyo, where I also make videos about games and Japan as **Hikali**.

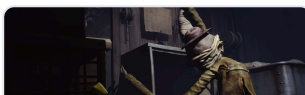
◆ SHIPPED TITLES

 Bandai Namco Entertainment Europe, publisher side

10 OCT 2025
LITTLE NIGHTMARES III
dev · Supermassive Games
PS5 · PS4 · Xbox Series X|S · Xbox One · PC · Switch · Switch 2



24 APR 2026
LITTLE NIGHTMARES VR
Altered Echoes
dev · Iconik
PS VR2 · Meta Quest · SteamVR



12 DEC 2023
LITTLE NIGHTMARES
Mobile port
port · Playdigious
iOS · Android

Shipped on 12 platforms: PS5, PS4, Xbox Series, Xbox One, Switch, Switch 2, PC, iOS, Android, PS VR2, Meta Quest and SteamVR. The Little Nightmares series has sold over 20 million copies across all titles (Bandai Namco, June 2025). Images © Bandai Namco Entertainment Europe.

◆ EXPERIENCE

Freelance Producer & Game Designer · Hikalith

JAN 2025 – NOW

Lyon, then Tokyo

- ◆ Studios bring me in to reinforce production. I coordinate, report and set up their **project tracking** on Jira, SharePoint and Teams.
- ◆ I support their game design on prototypes, mechanics and player experience, and advise them on **game accessibility**.
- ◆ I'm **producer and business developer** for the Hiqub collective.
- ◆ I **teach and consult** on production, project management and game design at Master level for Ynov Campus Lyon and Ynov Connect.

Global Associate Producer · Bandai Namco Entertainment Europe

JUL 2023 – JUL 2025

Lyon, France · Little Nightmares franchise

- ◆ Member of the main team that drove the franchise's **worldwide strategy** on Little Nightmares III, Little Nightmares VR: Altered Echoes and the mobile port.
- ◆ Worked with **Supermassive Games**, **Iconik** and **Engine Software**, along with playtest and service vendors.
- ◆ Planned milestones, tracked deliveries and kept QA, analytics, localisation, marketing and communication aligned, then reported to stakeholders and IP holders.
- ◆ Rebuilt our tracking on Jira, Confluence and SharePoint and **automated a weekly report that took a full day**. Turned an **accessibility audit into a prioritised backlog** that shipped.

Production Lead, games incubator · Nightmare Games (Ynov)

2022 – 2023 · 6 MO

- ◆ Ran the schedule for **six game projects and about forty people** and coached their leads, some of whom later became my first clients.

Earlier · work-study during my degrees

2020 – 2022

- ◆ **Consultant & Trainer at Inov'Xper** (2021–22), automating client processes with Microsoft 365 and Power Automate. **Developer at Boa Concept** (2020–21), building UI and internal tools.

◆ OWN PROJECTS

NaJiKi (2024, horror, Unity, on hold), which I designed and produced. It went through several pitch competitions and **won funding support on Maghla's show**. **MyHome?** (2020, escape game, Unreal) as technical game designer, plus the jam games **The Last Supermarket Before Apocalypse** and **Le voyage de Mochihiro**.

◆ CONTACT

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- ◆ sabri.mohamadi@outlook.fr
- ◆ sabri-mohamadi.fr
- ◆ in/sabri-mohamadi-4910741a1
- ◆ hikali.itch.io
- ◆ youtube.com/@IamHika

◆ LANGUAGES

French Native

English C1, used daily

Japanese Conversational

I understand most spoken Japanese and speak at around B1. I'm taking classes in Tokyo for reading and writing.

◆ PRODUCTION

- ◆ Milestone planning
- ◆ Worldwide strategy
- ◆ External studios
- ◆ Risk registers
- ◆ Scope arbitration
- ◆ Reporting
- ◆ Agile
- ◆ Accessibility

◆ TOOLS

- ◆ Jira
- ◆ Confluence
- ◆ SharePoint
- ◆ Teams
- ◆ Perforce
- ◆ Git
- ◆ Microsoft 365
- ◆ Power Automate

◆ TECHNICAL

- ◆ Unity · C#
- ◆ Unreal · Blueprints
- ◆ C++
- ◆ C
- ◆ .NET

◆ EDUCATION

Master level, Game Programming & Design

Ynov Campus Lyon · RNCP level 7 · 2021–23

Licence Pro, Project Mgmt & Interactive 3D

Université Clermont Auvergne (Bachelor's) · 2020–21

BTS, Digital Systems (IT & Networks)

2-year technical degree · 2018–20

◆ HIKALI, OFF THE CLOCK

On my YouTube channel **I am Hika** I show life in Japan and places tied to games, and I stream on Twitch. I'm preparing a series of interviews with indie studios in Japan.