

NABIL SEKIRIME

Game Programmer

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Skills

- Object Oriented Programming
- Scripting
- Tool Development
- Technical Documentation
- Console API
- Source Control
- Game Design

Tools

- Unreal Engine 4
- Unity
- C++
- C# / .NET
- Winforms / WPF
- Perforce / Plastic
- Jira
- Gamemaker Studio 2

Professional Experience

Unreal Developer | Steamroller Studios | *May 2020 - Current*

- Worked on networking systems for an Unreal Mixed Reality Game
- Developed tool for debugging/monitoring in realtime
- Conducted reviews to ensure that code/blueprints met internal standards

Founder | Soulcade Interactive LLC | *August 2018 - Current*

- Lead a multidisciplinary team of artists and designers on a commercial project for console release
- Rapidly prototype and develop projects for PC, Console, and VR
- Conducted frequent playtest sessions to collect and iterate on user feedback
- Maintained documentation and develop tools for internal usage

Web Developer | University of Central Florida | *November 2017 - Current*

- Provided updates and technical support to wide array of UCF Undergraduate wordpress websites.
- Maintained documentation and developed tools for internal usage
- Developed themes and plugins for usage on UCF Undergraduate websites.
- Launched sites with a mobile-first design philosophy, fast load times, and secure backends.

Projects

Super Hamster Havoc | PC/Xbox One/ Nintendo Switch | *July 2018 - Current*

- Developed the core mechanics for a 2D top-down arena shooter in Unreal
- Setup a datatable driven pipeline for adding characters, weapons, and user interface elements to the game.
- Developed multiple cooperative and competitive gamemodes
- Intergrated APIs for Xbox Live, Steam, Discord, Game Jolt, Playfab, and Sentry.

Star Fighter | Oculus Quest | *December 2019 - May 2020*

- Developed the core mechanics of the game (shooting, AI behavior, wave system, high score system)
- Developed tools for easily adjusting AI behavior, game progression, and a haptic feedback visual editor
- Playtest builds and ensure that the game is in line with oculus's certification standards

Education

Bachelors of Arts - Game Design | UCF | Graduated May 2020

Extracurricular Involvement: Events Director for Game Development Knights (Summer 2018 - Spring 2019)