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NABIL SEKIRIME

GAMEPLAY PROGRAMMER

SKILLS & TOOLS

Skills
- Object Oriented Programming
- Scripting
- Tool Development
- Source Control
- Game Design
- Online Multiplayer
- Console Development

Tools
- Unreal Engine 4/5
- Blueprints
- Unity
- C++
- C#/.NET
- Winforms/WPF
- Perforce/Plastic
- Jira

PROJECTS

Super Hamster Havoc - Twinstick Shooter
- Designed and programmed all the gameplay, systems, and tools
  - Player character and bots
  - Full replication of gameplay and match state
  - Loadout system
  - Cloud saving of progress
  - Customizable PVP gamemodes + wave based survival mode
  - Custom assets for characters, skins, guns & attachments
- Intergrated 3rd party APIs (Steam, Epic Online Services, Playfab)
- Developed in Unreal Engine 5 with C++
- Ported to PS5, Nintendo Switch, & Xbox Series S/X

EDUCATION

B.A. DEGREE

Digital Media - Game Design

University of Central Florida
Extracurricular Involvement: Events Director for Game Development Knights

Graduated in 2020

EXPERIENCE

August 2023 - December 2023

Lead Engineer - US Marine Corp Contract
- Spearheaded water physics implementation and realtime changing of enviroment conditions for VR ACV driver training system in Unreal
- Ensured that all functionality is properly networked
- Developed Unreal plugins with functionality exposed to blueprints for designer friendly prototyping
- Helped transition Unity developers to Unreal Gameplay Framework

MAY 2023 - August 2023

Gameplay Programmer - Grove Street Games
- Developed various features for a high profile IP tech demo in Unreal Engine 5 with C++
- Coordinate development with outsource partners
- Conduct frequent playtest sessions to collect and iterate on user feedback
- Executed PS5 port from start to finish including performance analyses, bugfixing, and service integrations.

MAR 2022 - FEB 2023

Gameplay Programmer - Team GRIT
- Spearheaded implementation of loadouts, reporting, party avatar replication, and server announcements in C++ for a 3rd person battle royale developed in Unreal Engine 4
- Integrated bugfixes and functionality on multiple systems in prexisting codebase (Player, VFX, UI) to ensure product integrity
- Collaborated with the UI team by creating and exposing blueprint functionality for their designs

APR 2020 - MAR 2022

Unreal Developer - Steamroller Tech
- Developed various gameplay and networking systems in C++ for major theme park mixed reality multiplayer experience developed in Unreal Engine 4
- Developed Unreal plugins with functionality exposed to blueprints for designer friendly prototyping
- Conducted reviews to ensure that code/blueprints met internal standards
- Maintained documentation and developed tools for internal usage

AUG 2018 - CURRENT

Founder - Soulcade Interactive
- Designed and developed core gameplay features in C++ for twinstick arena shooter developed in Unreal Engine 5, targeting PC, Nintendo Switch, PS5 & Xbox
- Lead a multidisciplinary team of artists and designers on development of Unreal games
- Conduct frequent playtest sessions to collect and iterate on user feedback
- Maintained documentation and developed tools for internal usage