

NABIL SEKIRIME

Gameplay 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

Gameplay Programmer | Steamroller Studios | May 2020 - Current

- Developed various gameplay and networking systems for mixed reality games
- Developed unreal plugins with functionality exposed to blueprints for designer friendly prototyping
- 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
- Develop and maintain gameplay systems for projects on 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 - April 2020

- 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/Console/Mobile | July 2018 - Current

- Developed and sustained gameplay systems, including movement, weapons, pickups, gamemodes, and stats.
- Ensured all gameplay features were functional in a networked multiplayer setting and felt good
- Exposed game functionality to blueprints for prototyping and FX, UI, and SFX hookups
- Intergrated Epic Online Services matchmaking, stats, and achievements

Star Fighter | Oculus Quest | December 2019 - May 2020

- Developed and sustained gameplay systems, including shooting, AI behavior, wave system, and high score system
- Exposed game functionality to blueprints for prototyping and FX, UI, and SFX hookups
- 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)