

NABIL SEKIRIME

GAMEPLAY PROGRAMMER

SKILLS & TOOLS

Skills

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

Tools

- Unreal Engine
- Unity
- C++
- C#/.NET
- Winforms/WPF
- Perforce/Plastic
- Jira

PROJECTS

Super Hamster Havoc - Twinstick Shooter

- 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)
- Moved the game from Gamemaker Studio 2 to Unreal

EDUCATION

B.A. DEGREE

Digital Media - Game Design

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

Graduated in 2020

EXPERIENCE

MAR 2022 - MAR 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
- Integrated bugfixes and functionality on multiple systems in preexisting 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
- 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

- Developed core gameplay features in C++ for twinstick arena shooter developed in Unreal
- 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

NOV 2017 - APR 2020

Web Developer - University of Central Florida

- 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