

# SHAWN YOUSSEF

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## SUMMARY OF QUALIFICATIONS

- 3rd Year Computer Science student with an interest in Game Development
- Familiar working in popular game engines such as Unreal Engine 5 and Unity
- Experience collaborating with other developers on a published game
- Quick learner with creative critical thinking skills
- Excellent communication skills with experience developing and troubleshooting as a team

## TECHNICAL SKILLS

**Programming Languages:** C++, C#, Python, Blueprints for UE5, HTML/CSS, ASP.NET

**Editors:** Unreal, Unity, Godot, Visual Studio

**Software:** Blender, Photoshop, Sony Vegas Pro, Microsoft Office Suite

**Version Control:** GitHub, Perforce, Unity Version Control, BitBucket

## EDUCATION

### **Bachelor of Computer Science - Game Engineering**

Jan 2022 - Present

Sheridan College | Oakville, ON

- Cumulative GPA 3.7/4.0
- Anticipated Graduation 2026

## PROJECTS

### **Custom OpenGL Engine (Academic)**

Sept 2025 – Dec 2025

- Used GitHub for Version Control and C++ language
- Worked with shaders (Fragment and Vertex) using OpenGL in Visual Studio
- Implemented post effects and fonts and displayed objects using OpenGL
- Added the ability to assign diffuse and specular maps to objects, along with instantiation
- Achieved grade of 99%

### **Untitled Puzzle Game, UNITY (Personal)**

April 2025 – June 2025

- Developed using C#
- Familiarized myself with Unity, and Unity's version control
- Created a computer with basic terminal functionality, including keyboard and mouse input
- The computer includes a command-line and two games (Minesweeper and Mastermind)

### **Castlevania Recreation, UNREAL ENGINE 5 (Academic)**

Nov 2024

- Deepened my understanding of Unreal Engine 5, specifically Blueprints and its modern Enhanced Input
- Utilizing downloaded assets and the original game as reference, recreated the look and feel of the original NES game; this includes the player, enemies, destructible candles, whip upgrades, and the throwing knife
- Remade the game's header using a custom font, with pixel-perfect accuracy
- Includes a boss fight, with attack patterns and rest periods
- Achieved a perfect grade

## **Infinite Runner, UNREAL ENGINE 5 (Academic)**

Oct 2024

- A straightforward infinitely looping game made entirely with Blueprints
- Using Unreal's legacy mapping, created a player capable of jumping and sliding
- Included a variety of obstacles and interactions, along with scores and incrementing speed
- Achieved a perfect grade

## **Untitled FPS, GODOT (Personal)**

June 2024 – Dec 2024

- Learned the basics of game development through creating a simple game without downloading any assets or scripts
- Learned how to use Blender and Photoshop for simple asset creation
- Designed a player controller; this included movement, inventory, and interaction

## **EXPERIENCE**

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### **VR Gameplay Programmer**

Squido Studios | Remote

June 2025 - August 2022

<https://www.meta.com/experiences/judgement-lobby/24411648788470823/>

- Collaborated with a team to develop and ship a social VR game published to the Meta Store
- Used Unity to develop core gameplay mechanics, interactive elements, and dynamic environments over a 5-week project span
- Developed with C# using Microsoft Azure PlayFab, MetaXR and OpenXR Libraries
- Coordinated with a project lead and other senior developers to collect, respond, and apply feedback
- Participated in bi-weekly stand-up meetings to allocate tasks and bug test
- Designed, modeled and implemented props and customization items
- Optimized code and assets identified using Unity's Profiler
- Interacted with beta testers planned events through a managed community Discord server

### **Math Tutor**

Port Credit Learning Academy | Mississauga, ON

Sept 2019 - Present

- Educated students grades four through nine in Math.
- Explained concepts clearly with patience and understanding

### **Volunteer**

Saint Mary's Food Bank | Mississauga, ON

July 2017 – August 2017

- Worked closely with a team of volunteers to efficiently assemble food orders, coordinate packaging lines, and maintain steady workflow
- Contributed to a supportive and organized environment for community members in need