Abdallah Boutrif

C++ Programmer

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🔗 https://bibool.github.io/portfolio.github.io/

PROFILE

I am a 32 years old French national residing and working in Slovakia. I am currently focused on C++ but open to the idea of developing in other languages, as I believe that learning and knowledge is something worth pursuing.

I have been working as a C++ programmer in the games industry for the last 5 years, with my roles being quite broad, but could be broadly described as systems, gameplay and UI.

I am avid gamer, love technology, and often spend my free time learning new things in my own project or developing weaker areas.

EDUCATION

MSc - Game Programming & Computer Science   2018
Birmingham City University   Birmingham, UK

PROFESSIONAL EXPERIENCE

Systems Programmer   04/2025 – Present
GRIP   Remote / Bratislava
Responsible to create various modular systems, optimize and maintain them, of note;

- Multi-threaded targeting system; efficient and optimized system registering targets in background with various data inputs and configuration.
- Input buffering; generic buffering system replaying failed inputs after certain amount of time.
- Interaction; modular plug and play systems allowing programmer and designers to expand easily on.

General Programmer   2023 – 04/2025
GamesFarm   Remote / Kosice
Co-development on various systems, responsible for optimization, bugfixing, and features.

Gameplay / Animations Programmer   2020 – 2022
Worked on various projects, both for a company and personal during this time.   Remote / Bratislava

CREDITED PROJECTS

DUNE: Awakening
GamesFarm

Commandos: Origins
GamesFarm

INTERESTS

Presenter — I have learned various things while working in the industry and try to find opportunities to share my experiences with others. I was a speaker at the Konferencia Future Devs 2025.

LANGUAGES

French	● ● ● ● ●	English	● ● ● ● ●
Slovak	● ○ ○ ○ ○		