

Christian Boukarim

Game Designer

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Notable projects

- Designer-Friendly Elevator System
 - Elevator system with customizable floor distances, very user friendly with consideration to level designers
 - Radiation Source Mechanics
 - Built dynamic damage system with proximity-based calculations, with integrated audio and visual feedback for realistic representation of a radioactive source.
 - Environmental Hazard Detector (Geiger Counter)
 - Developed proximity-based feedback system with real-time audio/visual cues and distance-based radiation detection mechanics to enhance user experience.
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Shipped Projects

- [Dreaming of Teddy](#) - Game Jam Event at Full Sail University's Hall of Fame 15
 - <https://itch.io/jam/full-sail-hof15-game-jam/rate/3386808>
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Technical Skills

- Unreal Engine 5 (Visual Scripting)
 - Game Mechanics Design & Implementation
 - Figma
 - UI/UX Design
 - Version Control (GitHub. Perforce)
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Experience

Game Design Tutor

Full Sail University | [Start Date] - Present

- Mentor fellow students in game design principles and Unreal Engine development
 - Provide technical guidance on blueprint scripting and system architecture
 - Assist with project troubleshooting and optimization techniques
 - Support students in developing portfolio-ready game projects
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Education

Bachelor of Science in Game Design – Full Sail University
September 2024 - November 2026 (*Expected Graduation Date*)