Christian Boukarim - Game Designer

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💼 [LinkedIn Profile](#)| 🎮 [Portfolio GitHub](#)

Professional Summary

Passionate Game Design student specializing in Unreal Engine development and UI/UX design. Experienced in creating complex interactive systems and mechanics with clean, organized blueprint architecture. Currently serving as a Game Design Tutor, demonstrating strong technical skills and ability to teach complex concepts to peers.

Education

Bachelor of Science in Game Design *(In Progress)*
Full Sail University | [Expected Graduation Date]
Relevant Coursework: Game Development, Interactive Design, User Experience, Digital Art Production

Technical Skills

Game Development:

- Unreal Engine 5 (Blueprint Visual Scripting)
- Game Mechanics Design & Implementation
- Performance Optimization

Design & Prototyping:

- Figma (UI/UX Design)
- User Interface Design

Programming Concepts:

- Object-Oriented Design
- Version Control Systems

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