Karam Hariri

Gameplay & Generalist Programmer

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🌐 https://karamhariri94.github.io

Skills

🌰 **Programming Languages**
C++, C#

🌰 **Engines**
Unity 3D, Unreal

🌰 **Libraries & APIs**
OpenGL, SDL, SFML

🌰 **Tools**
Visual Studio, Perforce, GitHub, Jira

Education

Uppsala University
Game Design and Programming
Visby, Sweden • 2018-2022

Futuregames
Game Programming
Stockholm, Sweden • 2025 - Present

Experience

Max Burgers
Eskilstuna, Sweden
Shift Manager
2022- Present

- Leadership & Management: Lead diverse teams in a high-pressure environment, managing shifts to ensure operational efficiency and high service standards.
- Crisis Management: Resolved conflicts and handled time-sensitive issues during peak hours, a skill directly transferable to milestone crunches in game development.

Languages

Arabic
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English
●●●●○

Swedish
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Profiles

🌰 LinkedIn

Summary

Generalist Engineer with a passion for System Architecture and AI Programming. Experienced in building scalable gameplay systems in both Unity (C#) and Unreal Engine (C++). Proven ability to bridge the gap between design and engineering by creating modular tools and decoupled codebases. Currently refining my skills at Futuregames.

Projects

Gracebound   4 Weeks
AI Programmer | Unity Engine (C#)

- **Modular AI Architecture:** Engineered a scalable AI system using custom Behavior Trees and a base inheritance hierarchy for distinct enemy archetypes. Decoupled gameplay stats into ScriptableObjects, empowering designers to iterate on enemy balance without modifying code.
- **Tactical Positioning (EQS):** Implemented an Environmental Query System (EQS) to enable coordinated flanking behaviors, preventing enemy stacking.
- **Combat Director:** Developed a token-based manager to control attack frequency and pacing.
- **Camera Occlusion:** I implemented a raycast-based occlusion system that detects geometry between the camera and the character, fading out walls or obstacles to keep the view clear.

https://karamhariri94.github.io/projects/gracebound/

Amor Ex Machina   8 Weeks
AI and Gameplay Programmer | Unity(C#)

- **Stealth Mechanics:** Programmed the core "Hostile Takeover" mechanic, managing complex state transitions to possess enemy AI. Implemented dynamic camera interpolation to smoothly transition between Third-Person and First-Person perspectives.
- **AI Systems:** Designed stealth-focused AI using Behavior Trees, handling patrol paths and dynamic detection logic.
- **Technical Art:** Wrote custom shaders and configured lighting to support stealth visibility mechanics.

https://backstreetbots.itch.io/amor-ex-machina

Cast By Light   8 Weeks
Gameplay Programmer | Unity (C#)

- **Character Controller:** Developed a responsive 2D controller handling traversal states (jumping, ladder climbing) integrated with animation state machines.
- **Bezier Curve Mechanics:** Implemented non-linear sun trajectory movement using Bezier curves to dynamically shift shadows.

https://castbylight.mystrikingly.com/