Walid El Ghalidi

Game Developer

✉ walidelgld@gmail.com 📞 +32486227392 📍 Barcelona 📅 18/05/2001

in linkedin.com/in/walidelgld ⚙ github.com/Nightmar1e

Profile

Game Developer with a background in software development and a strong focus on creating immersive, responsive experiences using Unreal Engine 5. Skilled in both Blueprint and C++, with hands-on experience building game-play systems, prototyping mechanics, and designing interactive levels. Known for a detail-oriented approach, problem-solving mindset, and enthusiasm for collaboration. Passionate about building games that are not only technically solid but also engaging and memorable for players.

Professional Experience

Game Development Program – Unreal Engine 5   04/2025 – 07/2025
Completed hands-on training in Unreal Engine 5 with emphasis on Blueprint   Barcelona
scripting, C++, and core gameplay systems. Designed and developed a multi-level
game where players collect credits to unlock progression, implementing mechanics
such as movement, level transitions, UI feedback, and environment interaction.
Gained practical experience in level design, debugging, performance optimization,
and refining player experience through testing and iteration.

Internship, *Gandolapp*   11/2023 – 05/2024
Collaborated on backend and frontend development to enhance website   Barcelona
functionality and app efficiency.
Implemented voice recognition and tracker features in mobile application.
Participated in code reviews to ensure adherence to best practices.
Assisted in debugging and troubleshooting to optimize performance.

Education

Computer Science, *ULB*   09/2020 – 06/2023
                                                          Brussels

Skills

Unreal Engine 5 — Proficient   **Gameplay Programming** — Proficient

Spring Framework — Proficient   **React/ React-Native** — Proficient

Communication Skills — Expert   **Leadership - Teamwork** — Expert

Adaptability — Expert

Languages

• English   • French   • Spanish