

Charles Khalife

Game Development Engineer

Enthusiastic person with an eye for details and organized implementation. Passionate and knowledgeable in video games, programming, 3D design, 3D animation and game production.

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Portfolio:

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Experience

December 2022 - Current

MindFlares, Beirut, Lebanon — *Senior Unity Developer*

- Working with the team on creating a metaverse.
- Working with the designers on the development of the features of the metaverse.
- Keep constant update to the lead developer, and present new ideas.

October 2022 - September 2023

SYNVANCE, Dubai, UAE — *Lead Unity Developer*

- Leading the team on creating the content required.
- Working with the lead game designer on the development of the features of the games and applications.
- Provide constant updates and tasks to the team.

March 2022 - May 2022

YAYY Games, Beirut, Lebanon — *VFX Technical Artist*

- Designing VFX for games.
- VFX production in trailers.
- Coordinating with the product owner for content creation.

March 2020 - April 2021

Monty Mobile, Beirut, Lebanon — *Unity Game Developer*

- Brainstorm new and fresh ideas for hyper-casual video games.
- Developing the games using the plans that were decided during a brainstorming session.
- Perform game testing to improve game quality.

Education

September 2015 - June 2018

Notre-Dame University, Zouk Mosbeh, Keserwan, Lebanon
— *Computer Graphics & Animation*

Studied 3D design and programming, which was essential for me to learn about game production.

Skills

Programming Languages

- C#, C++, Javascript, Python.

Programs & Softwares

- Unity; Unity Version Control (Plastic SCM); Photon; GitHub; Firebase; 3DS Max; Maya; Blender; Zbrush; Marvelous Design; Adobe After Effects; Adobe Photoshop; Adobe Flash.

Projects

PuckBounce — *Hyper-casual game*

- Comprehended the concept of using a nostalgic feeling of air hockey into a runner.
- Utilized Unity 3D Tools and C# to generate accurate bouncing of the puck.

Staff Master — *Hyper-casual game*

- Used the concept of how the staff can be used to jump over obstacles.
- Utilized Unity 3D Tools to give accurate jumps and constant enjoyment.

Hobbies

Video Games

Mixed Martial Arts

Music

Board Games

Cooking

Astronomy

Philosophy

Languages

English - Native

Arabic - Native