HUDA RASMEY

Unity / Unreal Game Programmer

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Summary

Experienced **Game Programmer** with expertise in **Unreal and Unity3D** development, specializing in creating engaging gameplay experiences across PC, mobile, and Virtual Reality (VR)/Augmented Reality (AR) platforms. Skilled in **C++ and C#**, with a strong background in developing and optimizing game mechanics, AI systems, and multiplayer features. A track record of contributing to successful game projects through effective collaboration and timely delivery, with a focus on driving innovation and enhancing player experiences. Committed to leveraging technical expertise to make impactful contributions within the gaming industry.

Core Skills

❖ **Programming Languages**

- C++, C#

❖ **Game Engines**

- Unity, Unreal Engine

❖ **Gameplay Systems**

- AI programming (pathfinding, behavior trees)
- Physics-based mechanics (projectile motion, interactions)
- Animation systems: blending, inverse kinematics (IK)

❖ **Multiplayer Systems**

- Client-server architecture, Photon networking, Unreal Gameplay Ability System (GAS)

❖ **Optimization & Debugging**

- Memory management, frame rate optimization
- Profiling tools: Unity Profiler, Unreal Insights

❖ **Tools & Software**

- Visual Studio, Rider, Git, Perforce, VPN

❖ **Development Workflow**

- Agile methodologies (Scrum, Kanban), Task tracking (Jira, Trello)

- ❖ **Additional Skills**

  - Virtual Reality (VR)/Augmented Reality (AR) development (Oculus, ARKit), Firebase backend integration

- ❖ **Soft Skills**

  - Strong communication and collaboration skills
  - Creative problem-solving and debugging
  - Time management and adaptability

Experience

- ❖ **My Whoosh Technology -** Unreal Game Programmer……………June 2025 – Present

  - Implemented core gameplay systems.
  - Developed modular, data-driven gameplay components to support scalability.

- ❖ **Ironbelly Studios -** Unreal Game Programmer ……….………Jan 2023 – Aug 2024

  - Developed PC games in Unreal Engine using C++.
  - Built and enhanced features like Queue system with Gameplay Ability System (GAS), AI plugins, and throwable systems.
  - Led and mentored junior team members through onboarding and development.

- ❖ **Toptal -** Senior Game Developer …………………………………Oct 2022 – Present

  - Created PC and mobile games with Unreal and Unity, utilizing C++ and C#.
  - Managed technical roadmaps, collaborating with clients to ensure alignment with project goals.
  - Organized tasks using Trello and Git for streamlined project delivery.

- ❖ **P1Games -** Volunteer Game Developer and Tech Lead ……………May 2024 – Present

  - Led technical team and organized tasks for efficient project completion.
  - Developed games in Unreal and Unity, ensuring timely and quality deliverables.

- ❖ **Instinct Games -** Senior Unreal Game Programmer ………………Apr 2021 – Jan 2023

  - Engineered PC game features, integrating VFX assets, and collaborating with QA to fix bugs and enhance gameplay.

- ❖ **FunRock -** Senior Unity Game Developer ………………………. July 2018 – March 2019

  - Responsible for the game frontend and UI for Android and IOS platforms.
  - Build new features (reinforcement system, Events and Quests system, etc.

- ❖ **Cryptyd Game Studio -** Senior Unity Game Developer ……….Matrch 2018 – July 2018

  - Responsible for the game backend and network using kii and playfab for Android and IOS platforms.

Other Roles: Senior Unity Game Developer at Penta Value, Lead Programmer at Be-Steam, Lead Developer at 5D-VR, as well as Project Manager at ABC-Egypt.

Key Achievements

❖ **Dynamic Camera System (Unreal)**

- Created a camera system responsive to gameplay events, supporting additive profiles (e.g., zoom, sprinting).
- Developed smooth transition effects between profiles for a seamless player experience.

❖ **Input/Ability Queue System (Gameplay Ability System (GAS), Unreal)**

- Implemented an ability management system to handle complex input conditions, prioritizing optimal ability timing.

❖ **AI Attack Token System (Unreal)**

- Enhanced AI responsiveness by introducing an attack token system for flexible, context-aware combat strategies.

Education

❖ **Liverpool John Moores University -** *Master of Business Administration (MBA)*
   2024 – Present
❖ **Information Technology Institute -** *Game Development Diploma*
   2011 – 2012
❖ **Ain Shams University -** *Bachelor of Computer Science*
   2006 – 2010

References

❖ **Nourhan Hussain (Team Lead - Ironbelly Studios)**

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- (+20) 100-335-8686

❖ **Ahmed El-Meshry (Team Lead - Instinct Games)**

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❖ **Wael Ragaey (Project Manager - 5d-VR)**

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