**Unity / Unreal Game Programmer**

**HUDA RASMEY**

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Portfolio (To Fine more about my projects) : <https://leckchess.github.io>

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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**

* **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.
* **BeSteam -** Lead Unity Game Developer ……………………………Jun 2020 – Feb 2021
* Led a Unity-based team for timely WebGL game development.
* **PentaValue -** Senior Unity Game Developer ………………………Nov 2019 – Mar 2023
* Created Virtual Reality (VR)/Augmented Reality (AR) mobile games using Unity3D and Unreal for multiplayer and single-player formats.

**Other Roles**: Senior Unity Game Developer at FunRock, and Cryptyd Game Studio, and 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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* **Ahmed El-Meshry (Team Lead - Instinct Games)**
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* **Wael Ragaey (Project Manager - 5d-VR)**
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