



Samy MENA-BOUR

Gameplay & UI Programmer

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Summary

Game Development student specializing in Modern C++ and Unreal Engine 5. Strong focus on Technical UI development, leveraging UMG and CommonUI to create scalable, cross-platform interfaces. Passionate about bridging the gap between technical design and engine performance. Currently seeking an internship or junior position to contribute to any project. Open to relocation worldwide.

Work Experience

Dread Night, Gameplay & UI Programmer

2025-12 - 2026-01

[Game Academy, France](#)

Technical UI & Systems Development

- **Architected and implemented** a comprehensive game UI using **UMG**, prioritizing responsive design.
- Developed a **dynamic data-binding system** to decouple UI logic from gameplay data, improving maintainability and iteration speed.
- Optimized widget performance through **Invalidation Boxes** and efficient event-driven updates to minimize Slate tick overhead.
- Designed and engineered a **scalable Interaction System**, providing a centralized and decoupled architecture for complex world interactions.

Logiccraft, Software Engineer

2024-04 - 2024-06

[Game Academy, France](#)

- **Architected an Event System** based on a **Subscriber/Callback pattern**, enabling decoupled and thread-safe communication.
- **Developed a UI Toolset** featuring automated button callback registration, significantly reducing boilerplate code and integration time for designers.
- **Engineered a multi-layered Scene Management system** integrated with a custom Serialization module for persistent world state and efficient save/load cycles.
- **Developed a Convex Shape Drawing system**, providing a flexible and intuitive alternative to standard SFML primitives for defining complex collision and trigger zones.

Enter the Lost Chamber | Lead Developer & Project Manager

2024-03 - 2024-04

[Enter The Lost Chamber \(Steam\)](#)

- **Project Management & Strategy:** Defined technical specifications and established a high-velocity roadmap to successfully meet a 100% production-ready status within a 6-week deadline.
- **Core Systems Architecture:** Engineered primary gameplay systems from scratch in C++, ensuring a clean, scalable, and memory-optimized codebase tailored for Steam release.
- **Full UI Pipeline Integration:** Architected and implemented the entire game interface, including dynamic menus and HUD, while maintaining a seamless link between UI design and engine performance.
- **Release Management:** Oversaw the technical integration and optimization process to ensure build stability and compatibility for the Steam storefront.

Professional Baker

2019-04 - 2022-07

[Marie Blachère](#)

- **Process Discipline:** Demonstrated strict adherence to complex recipes and safety protocols, maintaining a high level of precision - directly comparable to following strict C++ Coding Standards and rigorous software architectures.
- **Performance under Pressure:** Managed high-volume production cycles in a fast-paced environment, requiring flawless organization and time management.

Shift Manager

2014-01 - 2019-02

Mac Donald's

- **Team Leadership (25+ People):** Directed a large team in high-pressure environments, fostering team cohesion and ensuring peak operational efficiency during high-traffic periods.
- **Process Optimization:** Streamlined production workflows to maximize global productivity, demonstrating an analytical mindset focused on identifying and resolving systemic bottlenecks.
- **Crisis Management & Troubleshooting:** Acted as the primary point of contact for real-time problem solving, maintaining clear communication and team focus during critical peak hours.
- **Operational Rigor:** Managed inventory, complex scheduling, and training programs with high precision.

Education

Master’s Degree in Game Development

2022-09 - 2026-06

Game Academy, France

Associate Degree in Web Development

2019-12 - 2020-03

3W Academy, France

Skills

<div>C++ (Standard)10</div> <div><ul style="list-style-type: none">• Modern: C++ (17/20) OOP STL• Core: Smart Pointers Memory Management• Design Patterns: Composite Factory Singleton Observer Command</div>	<div>Unreal Engine 5 (C++ BluePrint)10</div> <div><ul style="list-style-type: none">• Technical UI: CommonUI UMG• Architecture: Subsystems Event-Driven• Systems: C++/BP Integration Optimization</div>	<div>C# Unity10</div> <div><ul style="list-style-type: none">• Advanced: DOTS UI Toolkit• Architecture: Component-Based Data-driven• Logic: ScriptableObjects Gameplay Scripting</div>
<div>C10</div> <div><ul style="list-style-type: none">• Fundamentals: Low-level Programming• Memory: Pointers Manual Allocation</div>	<div>Project Management & Soft Skills10</div> <div><ul style="list-style-type: none">• Leadership: Team Management (25+ people)• Production: Lead Dev (Steam) Agile Roadmap• Technical: Specifications Roadmapping</div>	<div>Tools & Environment10</div> <div><ul style="list-style-type: none">• IDE: Visual Studio Rider• Version Control: Git (GitHub)• Production: Agile (Scrum) Trello</div>