



# 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.

### Logicraft, 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

### C++ (Standard)

10

- Modern:** C++ (17/20) | OOP | STL
- Core:** Smart Pointers | Memory Management
- Design Patterns:** Composite | Factory | Singleton | Observer | Command

### Unreal Engine 5 (C++ | Blueprint)

10

- Technical UI:** CommonUI | UMG
- Architecture:** Subsystems | Event-Driven
- Systems:** C++/BP Integration | Optimization

### C# | Unity

10

- Advanced:** DOTS | UI Toolkit
- Architecture:** Component-Based | Data-driven
- Logic:** ScriptableObjects | Gameplay Scripting

### C

10

- Fundamentals:** Low-level Programming
- Memory:** Pointers | Manual Allocation

### Project Management & Soft Skills

10

- Leadership:** Team Management (25+ people)
- Production:** Lead Dev (Steam) | Agile Roadmap
- Technical:** Specifications | Roadmapping

### Tools & Environment

10

- IDE:** Visual Studio | Rider
- Version Control:** Git (GitHub)
- Production:** Agile (Scrum) | Trello