



Samy MENA-BOUR

Gameplay & UI Programmer

📍 Avignon, Provence-Alpes-Côte d'Azur 📞 +33 6 30 88 32 32 ✉️ samymenabour@gmail.com
🌐 samymena-bour.github.io

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 within the Scandinavian gaming industry to contribute to world-class projects.

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** leveraging **UE5 Subsystems**, 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.

- **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

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>