

Abbas Boumelhem | Unity Engineer | Game Designer

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Unity C# Engineer with 8+ years of experience.

My primary motivations are making projects feel great to play, and prioritizing where I need to make things work to bring projects across the finish line.

Skills:

Game Development

Unity Engine
C# Programming
2D/3D tech art

3D Software

Blender
3DS Max
Quixel

Other Software

Photoshop
Wwise

Languages

English
Spanish
Arabic

Work Experience:

Dream Toaster Games | Unity Developer | Contract, Gearbox Software | 01/2025 - Present

- **Risk of Rain 2** | Game Design | Gameplay Programming
 - Contracted with Gearbox Software to support development of Risk of Rain 2: Alloyed Collective DLC.
 - Able to switch priorities as development was needed between Enemies, Playable Characters, and Bosses, including the Final Boss.
 - Hashed out improved design with designers, implemented and adjusted gameplay based on feedback.

Absolute Games, Penn Interactive | Unity Engineer | Full-Time | 08/2018 - 06/2025

- **Absolute Bingo** | Mobile Unity Development | Game Design | 2D Tech Art | UI
 - Updated UI in the Unity UI system with new given art, polishing the feel and visuals
 - Iterated existing, and designed new minigames using Unity UI to keep players engaged
- **Viva Slots Vegas** | Mobile Unity Development | 2D Tech Art | UI
 - Helped recreate broken game almost entirely from scratch, re-developing existing features to run better, but to be invisible to the large existing userbase to ensure a smooth transition
 - Worked closely with art to improve visuals, while developing pipelines for bringing their art in Unity

Tap Slots | Unity Engineer | Intern | 03/2018 - 12/2018

- **Vegas Slots Cherry Master** | Mobile Unity Development | 2D Tech Art
 - Developed the Puzzle feature from given prototype, polishing gameplay feel and implementing art

Global Genesis Group | Game Programmer | Intern | 05/2016 - 03/2017

- **Escape Room the Movie Game** | Mobile Unity Development | 2D Tech Art
 - Worked with self-starters and built a tie-in mobile game to promote the movie Escape Room (2017).

Personal Projects

- **Wizard Game** | Game Design | Gameplay Programming | 3D Tech Art
 - Developed a Unity component object oriented architecture for very modular characters
 - Designed from scratch complex gameplay mechanics
- **Red Alert** | Modding | Game Design | Gameplay Programming | Editor Scripting | 3D Tech Art | Sound Design
 - Designed and developed unique new mechanics, while fitting and being balanced to the base game
 - Full pipeline for bringing 3D modeled, rigged, textured, and animated characters into Unity
- **Joe and the Zambambos** | Gameplay Programming | Character 3D Modeling | Rigging | Animation
 - Modeled, rigged, animated the main character, and polished combat feel
- **Castle Hamson Tribute** | Procedural Generation | Editor Scripting | Modeling | PBR Texturing
 - Developed procedural generation of rooms made with modular pieces that I modeled and textured.

The Art Institute of Las Vegas | Education | 06/2013 - 12/2017

- **Bachelor of Science: Game Art and Design**