

Abbas Boumelhem | Game Designer | Unity Engineer

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Technical Game Designer and Unity C# Engineer with 10 years of experience.

My primary motivations are making fun things make sense, making them feel great to play, and prioritizing what needs to be done to bring projects across the finish line.

Skills:

Game Design

Classes/Characters
Enemies/Bosses
Systems
Balance

Game Development

Gameplay Feel
Networking
PC/Console/Mobile
Procedural Generation

Unity Engineering

C# Programming
2D/3D Tech Art
Animation Tech Art
Editor Tooling

Other Software

Blender
Photoshop
Wwise
Spreadsheets

Work Experience:

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

- **Risk of Rain 2: Alloyed Collective** | Unity 3D PC/Console | Game Design | Gameplay Programming
 - Took the reins for the Final Boss, adjusting design of attacks and phases to deliver on a new experience.
 - Designed 6 enemies with unique twists. Iterated based on feedback from players and the team.
- **Risk of Rain 2: Hallowed Concepts** | Unity 3D PC/Console | Game Design | Gameplay Programming
 - Spearheaded one of the Playable Characters, including Design and Gameplay Implementation.
 - Iterated based on testing, using spreadsheets to calculate DPS to ensure well balanced gameplay.

Personal Projects

- **Rogue Scrapper** | Unity 3D PC | Game Design | Gameplay Programming
 - Designed from scratch a full combat system. Balanced like a 1v1 fighting game, but in a PVE roguelike.
 - Designed several classes to vary and put twists this combat system.
- **Wizard Game** | Unity 3D PC | Game Design | Gameplay Programming
 - Designed from scratch complex gameplay mechanics, based on a wholly unique spellcasting system.
 - Designed 3 spells for 4 basic elements, and 6 combination elements, totaling 30 unique spells.
- **Moonfall** | Unity 3D PC | Game Design
 - Designed from scratch a class system with upgrade trees for each skill that result in ultimates.
 - Used this paradigm to design several unique classes to be simple yet rewarding.
- **Red Alert** | Modding | Unity 3D PC | Game Design | Gameplay Programming | Editor Tooling | 3D Tech Art
 - Designed and developed many modded character classes with unique new mechanics, all fitting in with the base game by respecting thematics, gameplay, and balance.

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

- **Absolute Bingo** | Unity 2D Mobile | Game Design | 2D Tech Art | UI
 - Iterated existing, and designed new minigames using Unity uGUI to keep players engaged.
 - Worked closely with art to revamp UI, while developing pipelines for bringing their art in Unity.
- **Viva Slots Vegas** | Unity 2D Mobile | 2D Tech Art | UI
 - Helped recreate broken game almost entirely from scratch, invisible to the large existing userbase.

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

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

The Art Institute of Las Vegas | Education 2017

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