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, making the impossible work, and prioritizing what needs to be done to bring projects across the finish line.

Skills:

Unity Development	Game Development	Game Design	Other Software
C# Programming	Gameplay Feel	Classes/Characters	Godot
2D/3D Tech Art	Networking	Enemies/Bosses	Blender
Animation Tech Art	PC/Console/Mobile	Systems	Photoshop
Editor Tooling	Procedural Generation	Balance	Wwise

Work Experience:

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

- **Risk of Rain 2: Alloyed Collective** | Unity 3D PC/Console | Game Design | Gameplay Programming
  - Switched priorities as needed between Enemies, Playable Characters, and Bosses, including Final Bosses.
  - Worked closely with designers and players, helping to “find the fun”, and iterating based on feedback.
- **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 feedback and worked with Art to implemented Animations, VFX, and Polish.

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

- **Absolute Bingo** | Unity 2D Mobile | Game Design | 2D Tech Art | UI
  - Updated UI in Unity uGUI system with new given art, polishing the feel and visuals
  - Iterated existing, and designed new minigames using Unity uGUI to keep players engaged
- **Viva Slots Vegas** | Unity 2D Mobile | 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** | 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).

Personal Projects

- **Wizard Game** | Unity 3D PC | 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 | Unity 3D PC | Game Design | Gameplay Programming | Editor Tooling | 3D Tech Art | Sound
  - 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** | Unity 3D PC | Gameplay Programming | Character 3D Modeling | Rigging | Animation
  - Modeled, rigged, animated the main character, and polished combat feel
- **Castle Hamson Tribute** | Procedural Generation | Editor Tooling | Modeling | PBR Texturing
  - Developed procedural generation of rooms made with modular pieces that I modeled and textured.

The Art Institute of Las Vegas | Education

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