



Abbas Boumelhem

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Experience

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

Bachelor of Science in Game Art and Design

Global Genesis Group | 05/2016 - 03/2017

Programmer, Mobile Game Development

Tap Slots | 03/2018 - 07/2018

Unity Engineer Intern, Mobile Game Development

Penn Interactive | 06/2018 -

Unity Engineer, Absolute Games

Skills

Game Development

Unity

C# Programming

2D/3D tech art

3D Software

3DS Max

Quixel

Blender

2D Software

Photoshop

Illustrator

After effects

Languages

English

Spanish

Arabic

Projects and Work

Joe and the Zambambos - Global Game Jam/Personal

- Gameplay Programming
- Character Modeling, Rigging, and Animation

Castle Hamson Tribute - The Art Institute of Las Vegas

- Procedural Generation
- Unity Tools / Editor Scripting
- Modular Environments
- PBR Texturing

Puzzles & Slots - Tap Slots

- Developed experimental puzzle feature based on simple demo given
- Implemented puzzle feature with analytics and a feedback system

Absolute Bingo - Absolute Games

- Designing and Implementing UI using the Unity UI system
- Developing Minigames to keep players engaged between rounds
- Making sure they were fun and felt good to play
- Designing new minigames myself under minimal direction

Viva Slots Vegas - Absolute Games

- Helping recreate broken game almost entirely from scratch
- Redeveloping slot features and recreated UI for smooth user transition
- Working closely with art team to improve on effects and animations
- Guiding and helped art team work with Unity while serving as tech art

Wizard Game - Pirate Software Game Jam/Personal

- Modular, Unity Component-based character systems
- Abstracted input system allowing for easy AI and Player control
- Complex gameplay mechanics

Tesla Trooper - Risk of Rain 2 Mod/Personal

- Model and Animation Tech Art into Unity
- Designed movesets to be fun and well balanced
- Implemented unique new mechanics, fitting with the gameplay and codebase