



# Abbas Boumelhem

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## Experience

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**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

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### 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

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**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