ABDALLAH BOUTRIF

GAMES PROGRAMMER |
HTTPS://ABOUTRIF.WIXSITE.COM/PORTFOLIO

SKILLS

Unreal Engine programmer with little over **3 years** of experience using **C++** within **Unreal Engine 4/5**, with **1+** year being while employed. Familiar with most areas of UE, I am quick to work with C++ and Blueprints to draft and create systems.

PROFILE

I am Bib, a 30 years old French national currently living and working in Bratislava, Slovakia.

I started studying and practicing video games development when I was 26 and have since made it my mission to be in the industry.

I am a passionate gamer who loves all kind of games, films and a focus on Fitness and gym.

WORK

GAMES PROGRAMMER @ QORPO – EMPLOYED SINCE 2022
Worked on multiple projects during my time at QORPO, both on a C++ modular framework and Citizen Conflict. Responsible for bug fixing, general gameplay programming and profiling.
Tech: C++/Blueprint/UE5/Unreal Insights/VS2022/Rider

PERSONAL PROJECTS @ SELF / TEAMS
During my free-time I have been developing my own projects, either by myself or with some friends. Some of them can be found on GitHub.

EDUCATION

MSC • BIRMINGHAM CITY UNIVERSITY
Graduated with a **Distinction**. Focus being C++ and emulated environment working on multi-disciplinary project with deadlines.

BSC • BIRMINGHAM CITY UNIVERSITY
Graduated with a **First Class**. Covered JS, C#, Unity and general game development studies.

EXPERIENCE

Working explicitly with C++ as well as Unreal Engine C++ / Blueprints. Unreal Engine is my engine of choice and focus and I use both Rider/Visual Studio in my workflow. I have used C# and Unity in the past. I am a **native _English_** and **_French_** speaker.

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