



Michael Abid

Gameplay & Network Programmer – Unreal/C++, Passionate about VR. Available for Junior/Mid opportunities.

Details

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Age : 23

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Skills

Languages: C++, C#, Python, PHP

Engines: Unreal Engine 4 & 5, Unity

Core: Gameplay, Replication, VR/AR, Optimization

Languages

French : Native

English : Working Knowledge

German : Basic

Hobbies

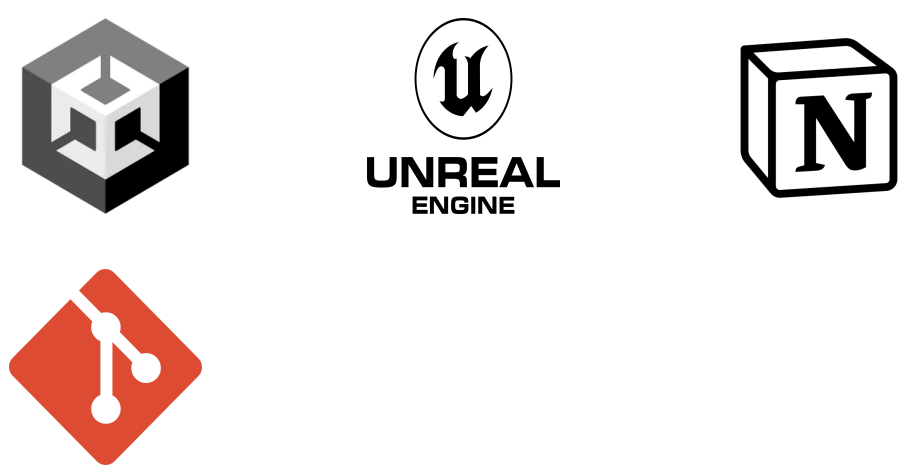
Game Modding

RPG Table/Game

Fantasy Film/Series/Games

Strategy/Mindplay Games

Software



Education

2021 - 2023 Master Degree in Game Programming CPP & BP Unreal, C# Unity

Rubika/SupInfoGame - Valenciennes

2017 - 2020 Bachelor Degree in Web & Mobile IT CPP,PHP,HTML/CSS

Orléans University - Orléans

Experiences

Sept. 2023 - Dec. 2023 Unreal Gameplay Programmer (VR/Online)

Virtual Room - Paris

During my 4-month intership, I helped finishing the last project during the 2 first weeks before working on the new project until the end of December. The first one was an 10-15 minutes experience for players when they finished one the adventures available at Virtual Room, and the second was a 45-60 minutes adventure in the Asterix universe.

- Unreal Online Development
- Unreal Virtual Reality Development
- Production of the gameplay of a whole level
- Integration of animations and production of some block out material
- Usage of Swarm for code reviewing

June 2022 - Aug. 2022 Unity Programmer

PickWitt - Remote

Remake of a retro game. Complete refactoring of the codebase and creation of tools.

- Refactoring: Rebuilt clean architecture to reproduce 6 months of work in 2 weeks.
- Tools: Created an in-game level editor with controller support.
- Gameplay: Implemented character mechanics, AI, and dynamic UI.

Projects

Oct. 2022- June 2023 Wandering Clouds

Rubika/SupInfoGame - Valenciennes

Narrative adventure game (Unreal Engine). I worked on the 3C (Character, Camera, Control) and Quest/Dialog systems.

- Systems: Behavior Tree-based quest & dialog system.
- UI: Complete UMG integration connected to gameplay logic.
- Collaboration: Worked closely with Game Designers on tools and iteration.

Nov. 2021 - Jan. 2022 Super Tag

Rubika/SupInfoGame - Valenciennes

Fast-paced multiplayer tag game with parkour sizing (Unreal Engine 5).

- Networking: Replication graph, prediction, and lag compensation.
- Movement: Advanced parkour mechanics (Wall-run, Grapple, Vault).