

ABDERRAHIM JAMI

JUNIOR PROGRAMMER 📍 DUNDEE, UNITED KINGDOM 📞 07967188961

◦ DETAILS ◦

Dundee
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◦ LINKS ◦

[Portfolio Website](#)

[LinkedIn](#)

◦ SKILLS ◦

C++
C#
Unity
Unreal Engine 5
Software Architecture

Visual Studio

Git

Perforce

◦ LANGUAGES ◦

English

Italian

◦ HOBBIES ◦

Movies, Reading novels, and practicing guitar



PROFILE

Graduate from Abertay University with a strong foundation in game development using Unity and C#, now pivoting expertise toward Unreal Engine 5 and C++. Passionate about leveraging technical skills to create immersive gaming experiences. Eager to contribute innovative solutions and creativity to a game studio.



TEAM PROJECTS

Gameplay programmer at By The Fire Studio, Dundee

December 2022 — March 2023

Researched, designed, implemented and documented **8 gameplay systems** for an indie game project led by former Abertay University graduates using the **Unity** engine and the **C#** language to deliver

Some of the gameplay systems are:

- Quests
- Weapon
- Enemy AI/Behavior
- Player interactions and movement.



EDUCATION

Computer Games Application Development, Abertay University, Dundee

September 2017 — July 2021

2:1 obtained following 4 years course, gaining academic experience in various game programming fields from graphics to networking and gameplay programming. Concluded my studies with an Honours project in 4th year researching Data Pre-processing automation for GANs in Game development.



PROJECTS

ToonTanks , Dundee

December 2023

Tank game with a stylized cartoon aesthetic developed using **Unreal Engine 5** and **C++** where the player controls a tank stuck in an enemy research station trying to escape security turrets placed around the area. Gameplay is the core of the experience with options to unlock different ammo and power-ups, as well as a variety of different turret types and enemy tanks. The game is still under development and the aim is to get comfortable using the engine and its subsystems like AI, Blueprints, the C++ API, and the Chaos Physics System for vehicle simulations, with a potential Steam release.

Automating pre-processing techniques for GAN training, Dundee

Honours project aimed at reverse-engineering a **C++ multi-threaded Minecraft 2D renderer** to identify crucial points for pre-processing automation of a dataset before being fed to a GAN to generate 2D Minecraft maps from labelled images.

Scrandemonium, Dundee

Worked in a team of 4 artists and 1 designer to develop a proof of concept using **Unity** for a company called **Zero-Waste Scotland**. Researched and implemented game mechanics to create a Paper toss-like game for Android in 3 months.