Rohaid Bakheet - Gameplay Engineer

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SKILLS

Unreal | Blueprints | Version Control (Git) | C++ | C# | Unity | Unity 3D | Unity 2D | Debugging | Documentation
Data Structures | Object Oriented Programming | Agile | Trello | Miro | Figma

PROJECTS

Color Me Booska || Raleigh Unreal Developers 1ST Feature Jam   **February 2024 – March 2024**
*A 3D third person shooter developed **remotely** with **Unreal, Blueprints, and Git** in **4 weeks** with a **team of four**.*
https://carlos-carrera.itch.io/color-me-booska
- **Programmed and owned all projectile related behavior**. This included implementing 3 different projectiles, calculating launch and recoil angles, projectile environmental interactions, and projectile path visualizations.
- **Communicated daily my progress, upcoming goals, and setbacks**, as well as consistently provided videos and screenshots of the game's most current state.
- **Assisted teammates in debugging** and provided explanations for possible causes and solutions.

Party Pandemonium || IPS 3rd Game Jam & Post Jam "Jam"   **June 2023 – July 2023**
*An endless runner developed **remotely** with **Unity, C#, FMOD, and Git** in **3 weeks** with a **team of nine**.*
https://ballardi.itch.io/party-pandemonium
- As an Engineer, I **programmed and owned player actions, timing feedback, powerup functionality, and visual effects**. I also **debugged and documented** audio issues, implemented art assets and updated builds with revisions.
- **Communicated and resolved team conflicts** with Team Leads, including the **scope of the project and creation of an alternate schedule to meet the project's deadline**.

Bet The Farm || Game Off 2022   **November 2022 – December 2022**
*A farming card management tile-based game developed **remotely** with **Unity, C#, FMOD, and Git in 4 weeks** with a **team of twelve**.*
https://gingaabread.itch.io/bet-the-farm
- **Programmed and owned core gameplay mechanics**, such as an **interactable dynamic grid map system** that allows players to place objects and update its appearance during gameplay, **a bonus system** that factored in seasons, tile placement, and the surrounding area, **a tutorial**, and **grid editor tools** for the game designers to utilize.
- **Communicated progress and integrated feedback** in a consistent manner.

WORK EXPERIENCE

UNC App Lab Leadership Team Manager   **August 2020 – May 2021**
University of North Carolina at Chapel Hill
- **Debugged** and **resolved** issues found in student projects during daily office hours.
- **Communicated technical concepts** to beginner programmers and **assisted in project planning**.
- **Brainstormed and pitched projects** during weekly team meetings to improve operations.
- **Programmed a website using HTML, CSS, JS, and a React framework** so students can quickly identify and contact the best App Lab Leadership team member for assistance.

EDUCATION
University of North Carolina at Chapel Hill   **Class of 2021**
Bachelor of Arts in Computer Science   **GPA: 3.9**

VOLUNTEER ACTIVITY
- **Triangle Interactive Arts Collective:** Volunteer Organizer   **October 2022 – Current**
  - Organized and lead virtual community events
- **North Carolina African Services Coalition**: Volunteer   **October 2021 – April 2022**
  - Organized and lead interactive activities for children on Covid-19, college readiness, and life skills.