

Antonio Obeid

Address: Jounieh, Lebanon
Phone: +961 76 358181
Socials: [E-Mail](#) | [Linked-In](#) | [Github](#)

About Me

I am an enthusiastic and dedicated programmer with a passion for video game development, seeking an internship or entry-level position at a dynamic video gaming company. I have created scripts using C# in Unity Engine for projects such as "The Neighborhood Accident," "SkyBound," and "Space Misfits". Additionally, I have developed scripts using C++ and Blueprint Visual Scripting in Unreal Engine for projects such as "Cookies & Screams" and "Shattered Ground". Recognized for contributing to project success through adaptability, problem-solving skills, and collaborative teamwork.

Employment History

Game Programmer **[Feb 2025 – Current]**
Better Cooperate

I am currently working as a gameplay programmer at Better Cooperate, a company sponsored by the European Union.

Projects

Space Misfits – Better Cooperate Project **[Feb 2025 – Current]**
Unity Engine [C#]

A space pirate card game that is still a work in progress.

- Role – Gameplay Programmer.
- Scripts – Drag and Drop System, Scriptable Objects and Ship Parts.
- Project Timeline – 16 Weeks.
- Achievements – It will be the first game that I have worked on to be published on Steam.

Shattered Ground – Game Project 4 **Unreal Engine [Blueprint Visual Scripting]**

[Sep 2024 – Oct 2024]

A high-octane military first-person shooter.

- Role – AI Programmer.
- Visual Scripts – Cover System and Player Detection.
- Project Timeline – 4 Weeks.
- Achievements – Overcame the complexity of visual scripting to develop dynamic player detection and cover system.

Cookies & Screams – Game Project 3 **Unreal Engine [C++]**

[Apr 2024 – Jun 2024]

A 3D action puzzle-platformer video game. “Run, run, little gingerbread man - Oh no, what happened? The baker's gone MAD”.

- Role – Gameplay Programmer.
- Scripts – 3rd Person Camera Movements, Strolling Slope Angle Restriction, Teleportation Gate, Climbing Mechanics and Camera Shake.
- Project Timeline – 7 Weeks.
- Achievements - Developed and optimized core gameplay mechanics, ensuring smooth controls and immersive interactions for an enhanced player experience.

SkyBound – Game Project 2 **Unity Engine [C#]**

[Jan 2024 – Feb 2024]

An extreme sports mobile game where players defy gravity with a wingsuit, flying through a Tokyo-inspired urban setting.

- Role – Gameplay Programmer.
- Scripts – Spawn, Respawn and Timer.
- Project Timeline – 4 Weeks.
- Results - Overcame challenges in implementing multiplayer features using Photon Unity Networking (PUN), enabling a 20-player game in a single lobby.
- Achievements - Quarter-final winners at Digital Dragons.

The Neighbourhood Accident – Game Project 1 **Unity Engine [C#]**

[Oct 2023 – Nov 2023]

A 3D puzzle game set within the confines of an ex-husband's house.

- Role – Gameplay Programmer.
- Scripts – Item Matching (Match & Draw on Canvas), Doors & Switches, Main Menu, Pause Menu and Options Menu.
- Project Timeline – 3 Weeks.
- Achievements – First experience developing a video game within a team, learned to adapt to different scenarios effectively.

Education

Game Programmer Course

[Aug 2023 – Current]

Futuregames – Warsaw Division

- Certificate of Completion (Expected Graduation: 2025).
- Relevant Coursework: C#, C++, Data Structures & Algorithm and Shader Programming.

Skills and Competences

- **Programming Languages** – C++ and C#.
- **Game Engines** – Unreal Engine and Unity Engine.
- **Software Used** – Preforce, Github, Jira and Miro.

Additional Skills and Interests

Language: Fluent in English

Hobbies: Gaming (Outlast, The Witcher 3, Hollow Knight), Movies (Amazon Prime Video and Netflix), Writing and Sightseeing.