

# Mazen Morgan

## Gameplay Programmer

Experienced game developer with 4 years in the industry, driven by a passion for continuous learning and skill enhancement. Committed to delivering top-tier game experiences, I constantly seek new challenges to push boundaries and excel in game development.

morgan.mazen42@gmail.com

Alexandria, Egypt

www.mazenmorgan.com

## WORK EXPERIENCE

### Multiplayer Gameplay Programmer

Nifty Productions / Smelogs Playground RTS Game released Early Access.

08/2021 - Present

Fulltime

independent game studio based in Unterschleißheim (AG), Switzerland.

#### Tasks

- Designed and implemented a full spell tree featuring over 15 abilities using Unreal's Gameplay Ability System.
- Implemented Game Modes, Ranked matches, Game scores, Post match stats.
- used unreal's insight to determine all bottlenecks and optimize them.
- Integrated BugSplat with a custom-designed crash window for pleasant efficient bug tracking.
- Collaborated with the team to innovate a completely new fog of war system in RTS genre using C++, HLSL, and Niagara.
- Assisted in creating both Steamworks and EGS pages. Uploading Packages and Artifacts. Getting through review process.
- Implemented Epic Online Services features: Cross-play, Cross-progression, ECOM for EGS & Steam, Player Reports, Player Ticketing.
- Behaviour Tree for Units movements and mini AI Boss.
- Implemented a Connect to Twitch from within the game to get drops by watching streams.
- Created a comprehensive custom game mode where players can play with their friends, randoms or AI Bot, with custom game settings.

### Unreal Engine Developer

Mark Roberts Motion Control

04/2020 - Present

Freelance

designs and manufactures motion control equipment for both the TV and Film industry.

#### Tasks

- Simulated multiple horse races and football match based on real life data.
- Created a studio simulator where multiple scenarios can be achieved for camera tracking.
- Used OSC (Open Sound Control) to connect real life Cameras with Unreal Engine's cameras. (Sending over Transform, FOV, Focal Length, Focus Distance.
- Created in detail HUD to control every aspect of unreal engines cameras. (Split Screen Cameras, Visual Debuggers.. etc)
- NDI Broadcasting for each camera individually.

## EDUCATION

### Bachelor degree in Computer Science and Statistics.

Faculty Of Science, Alexandria University, Egypt. [🔗](#)

09/2015 - 06/2019

CGPA 2.89/4.0

## SKILLS

Unreal Engine 4/5

C++

C

C#

Blueprint

Unity

Visual Studio

git

## ACHIEVEMENTS

### Prohelvetia Funding (2023)

Helped the team @ Nifty Productions get funding for attending Nordic Game Event at Malmö, Sweden.

### Epic MegaGrant Recipient (2022)

Helped the team @ Nifty Productions getting an Epic MegaGrant.

### Upwork Top Rated Plus & 100% Job Success Rate. (2022 - Present)

"**Top Rated Plus** talent is highly rated for work on large contracts."

## LANGUAGES

English

Full Professional Proficiency

Arabic

Native

## MISC

Favorite Singleplayer Games: Cyberpunk 2077, GoW, RDR2, TLOU, Alan wake 2, Death Stranding, Elden Ring.

Favorite Multiplayer Games: Escape From Tarkov, CoD, FIFA, C&C generals.