

# Terry Keyrouz

Game Programmer/Full-Stack Engineer

**Address** Lisbon, Portugal      **E-mail** terrytyk77@gmail.com      **Portfolio** tk-game-dev.com      **LinkedIn** linkedin.com/terrykeyrouz/

Game programmer and multi-awarded graduate in games development with a total of 5 years of experience in the field of games. Worked on Narco Wars at Stochastik Games from start to the pre-release phase, developing numerous game-play systems for all aspects of the game. Strong knowledge and feel for UX and design in general. Dabbled into every aspect of games development from animations, art, 3D, audio, and VFX, enabling proficiency at communicating, collaborating, and growing with fellows from other departments.

## Work Experience

### Unreal C++ Game Programmer

Stochastik Games

Nov 2022 - Oct 2023 · 1 yr      Manchester, New Hampshire, United States · Remote

- Integrated Epic Online Services (EOS) for seamless login, achievements, and leader-boards, enhancing the game's online experience.
- Designed and implemented a user-friendly, multi-layered User Interface using CommonUI and UMG, improving player interaction.
- Enabled controller support for smooth UI navigation and in-game actions, enhancing accessibility.
- Implemented character and enemy mechanics, including actions, camera systems, weapons, SFX, VFX, and animations, contributing to game-play depth.
- Developed AI behaviors using Behavior Trees to create dynamic in-game encounters.
- Managed audio assets with Wwise, ensuring a captivating audio experience.
- Integrated localization for multi-language support, expanding the game's global audience.
- Efficiently managed tasks, PRs, and collaboration tools (Git, Trello, Azure, Anchor Point) to streamline development processes.

### Unity VR/AR Programmer

Illusive Studios

Apr 2021 - Jun 2022 · 1 yr 4 mos      Lisbon, Portugal · Hybrid

- Developed and Maintained 15 Multi-Display VR experiences for Real Estate Property Showcases utilizing Unity 3D, Visual Studio, C#, and Oculus Rift, resulting in visually stunning presentations for Windows desktops.
- Built high-performance tablet apps featuring augmented reality technology using Vuforia and seamlessly integrated multiple UI systems, resulting in a seamless user experience. This led to a 60% increase in user engagement on tablet devices.
- Proposed and programmed a raycast-based system with UI feedback for VR overhead glasses, resulting in a more seamless and immersive experience for clients with a 100% elimination of button dependency for scene transitions, leading to a significant improvement in usability.
- Automated, and Engineered an efficient Asset bundling/versioning system, saving 100+ work hours, reducing build sizes and speeding up content updates after delivery without the need for app rebuilds or installations.
- Overhauled 5 Legacy Projects to Unity 2020, Improving Quality and Supporting Windows Mixed Reality for HP Reverb, Resulting in Doubled Textures, and Video Quality, increasing client immersion and satisfaction.
- Delivered a last-minute Unity app, within a tight 5-hour time frame for a soccer team event (despite management having initially deemed it impossible), through efficient multitasking, strong dedication and collaboration with designers and artists. Resulting in 160 happy kids, a winner, and a memorable and successful event.
- Taught the web team advanced programming concepts, and Improved and extended websites functionalities by applying JavaScript skills, resulting in a 30% increase in website traffic and customer satisfaction.

## Education

### Bachelor's Degree | Computer Science

University of Bradford

Jan 2022 - Jun 2022      Grade 90%      Bradford, United Kingdom

### Bachelor's Degree | Games & Apps Development

Faculdade de Design, Tecnologia e Comunicação | Universidade Europeia

Sep 2019 - Jun 2022      Grade 90%      Lisbon, Portugal

### Baccalaureate Technical | Information Technology

Edde Technical Institute

Sep 2016 - Jul 2019      Grade 82%      Jbeil, Lebanon

## Awards

### Best Student in the Areas of Technologies 2021/2022

Issued by IADE University

Sep 2022

### Nominated Game of The Year

Issued by PlayStation Portugal

Nov 2021

Game · Mizukura, a Tail of Hope

### Merit Scholarship in Games & Apps Development

Issued by IADE University

Feb 2021

### Ranked 2nd in Lebanon on the IT National Exam 2019

Issued by Edde Technical Institute

Aug 2019

## Skills

### Programming

	Level
C++	Expert
C#	Expert
JavaScript	Proficient
Lua	Intermediate

### Technologies

	Level
Unreal Engine	Expert
Unity	Expert
Git	Expert
Azure	Proficient
Node.js	Proficient
Android Studio	Intermediate

### Databases

	Level
MongoDB	Proficient
MySQL	Proficient

### Others

	Level
Trello	Expert
Miro	Expert
Microsoft Office	Expert
Figma	Proficient
Adobe Photoshop	Intermediate

## Languages

### Language

	Level
English	Fluent/Native
French	Fluent/Native
Arabic	Fluent/Native
Portuguese	Proficient