Michael Abid

Gameplay Programmer (Unreal Engine (C++ & Blueprint) / Unity (C#) / Multiplayer & VR)

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France

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Gameplay & Network Programmer with a Master's in Game Programming. Specialized in **C++ and Unreal Engine**, with deep focus on multiplayer replication, VR interaction systems, and performance constraints. Proven ability to ship code in production environments (Asterix VR) and refactor complex legacy systems. I'm currently working on my game Supertag, a fast paced fps parkour game.

TECHNICAL SKILLS

UNREAL & GAMEPLAY	MULTIPLAYER & VR	LANGUAGES & TOOLS
C++ Gameplay Framework	Replication & Networking	C++ (Primary), C# (Unity)
CharacterMovementComponent	Server-Authoritative Logic	Lua, Python, SQL
Profiling (Insight / RenderDoc)	VR Constraints & Optimization	Perforce, Git, SVN
3D Math & Vectors	SteamVR Integration	JetBrains Rider / Visual Studio

PROFESSIONAL EXPERIENCE

Independant Developer   Orléans, France │ Jan. 2024 - Today
Programmer
During a slowdown in the video game job market, I focused on building personal projects to keep my skills current and production-ready.
- Unreal Engine & Unity prototyping (Current Project : Supertag).
- Web development (API + supporting projects).
- Lua development (gameplay systems / tooling) **19k+ unique downloads on my addon**.

Virtual Room   Paris, France │ Sept. 2023 - Dec. 2023
Gameplay Programmer Intern
- Development of networked gameplay features for **Asterix VR** (UE5 C++) in an agile team.
- Optimization of replication graphs and bandwidth usage for VR multiplayer.
- Integration of animations and art assets, ensuring technical compliance with Quest/PC VR specs.

PickWitt   Remote │ June 2022 - Aug. 2022
Unity Programmer Intern
- Rapid prototyping of a retro-style platformer for investor pitch.
- Designed and implemented maintainable FSM-based AI for enemies and bosses.

Hutchinson   Montargis, France │ Apr. 2019 - Aug. 2020
FullStack Web Developer
- Full lifecycle development of an internal R&D product catalog (PHP, SQL, JS).

SELECTED PROJECTS

for more informations on each project, look at my portfolio here : michaelabid.com

SuperTag — Unreal Engine 5 / C++   Current Project • PC Multiplayer

Role	Main Gameplay & Network Programmer
Systems	Advanced parkour movement (Wall-run, Climb, Vault, Grapple) extending *CharacterMovementComponent*.
Technical	› Implemented client-side prediction and server reconciliation for high-velocity player movement.
	› Engineered modular movement sub-components for reusability across different character types.
	› Managed network bandwidth optimization for fast-paced tag gameplay.

Asterix VR — Unreal Engine 5 / C++   Internship (Virtual Room) • PC VR • 4 Months

Role	Gameplay Programmer (End-of-production phase)
Systems	Lobby & session management, interactive VR gameplay (motion controllers), player state replication.
Technical	› Implemented server-authoritative logic avoiding cheat/desync in a 4-player co-op environment.
	› Developed RPC-based synchronization for complex interaction events (potion brewing).
	› Solved critical SteamVR compatibility issues and optimized frames for VR sickness prevention.

Wandering Clouds — Unreal Engine 5 / C++   Student Project • PC • 9 Months

Role	Gameplay Programmer / Tools
Systems	3C (Camera/Control/Character), Dialog & Quest System (Behavior Trees).
Technical	› Co-prototyped core controls (movement, glide) separating input from logic.
	› Architected a node-based dialog system using Behavior Trees for complex narrative branching.

Gauntlet 109 — Unity / C#   Internship (PickWitt) • Prototype • 3 Months

Role	Gameplay Programmer / Tools Developer
Systems	Core gameplay loop, Custom Level Editor (.glvl), Dynamic UI system.
Technical	› Refactored an undocumented legacy codebase, proactively recovering 6 months of lost work in 2 weeks.
	› Built a runtime level editor enabling designers to build maps directly on target hardware.

EDUCATION

Master in Game Programming   2021 - 2023
Rubika SupInfoGame (Valenciennes) — *Specialization: C++ & Unreal Engine*

Licence in Web & Mobile Computing   2017 - 2020
Université d'Orléans — *Computer Science Foundation*

LANGUAGES

French	Native
English	Fluent (TOEIC 925)
German	Basic