

Hani ZAATAR

Gameplay, UI & Tools Programmer

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SUMMARY

Passionate Mid-Level Gameplay, UI, and Tools Programmer with 6+ years of experience across game development and software engineering. Proven track record in building custom in-engine tools and gameplay systems in Unreal Engine and Unity.

WORK EXPERIENCE

DigixArt Entertainment - Game, UI & Tools Programmer June 2023 - present

- **Gameplay:** Developed multiple key gameplay systems such as Stealth & Chase, Carry, and initiated development on the game's unique selling point, the Asynchronous Gameplay system.
- **UI:** Owned end-to-end UI development as the main programmer, working in close collaboration with Art and Design teams to deliver a final product that faithfully reflects the artistic vision.
- **Tools:** Built custom in-engine tools to accelerate development and debugging, including a JIRA bug reporting system and an NPC teleport tool.

Les Tontons Truqueurs - Pipeline TD Intern June 2022 - September 2022

- **Refresh:** Migrated 40% of legacy scripts from Python 2 to Python 3, improving maintainability and modernizing the codebase.
- **Automation:** Implemented automated file generation on a per-clip basis, improving pipeline efficiency by 80%.
- **Integration:** Built Python integrations within Unreal Engine to automate communication with proprietary studio tools, streamlining pipeline workflows.

Sumerge Software Solutions - Fullstack Software Engineer September 2018 - July 2021

- **Adaptability:** Delivered multiple modules across different tech stacks (C#/.Net, Java, AngularJS).
- **Leadership:** Lead a team of four developers, actively coordinating planning and assigning tasks to ensure efficient delivery.
- **Setting Standards:** Performed code reviews and established guidelines to support ongoing, iterative code review processes.

EDUCATION

Master of Arts – Programming for Video Games & Cinema, *ArtFX School of Digital Arts*

Bachelor of Sciences – Digital Media Engineering & Technology, *German University in Cairo*

SKILLS

- **Languages:** C++, C#, Python, Java
- **Engines & Frameworks:** Unreal Engine, Unity, .Net
- **Specialities:** Gameplay Programming, UI Development, Tools Development, Pipeline Automation

LANGUAGES

- **English:** Fluent (TOEFL: 8.0)
- **French:** Fluent (C1)
- **Arabic:** Native