

TAREK HATEM

C++ GAME DEVELOPER - UNREAL ENGINE 5

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Québec, QC, Canada

PROFILE

Intermediate and passionate software developer with a 7-year background in network and system engineering. I hold an educational background in digital arts and computer science, and specialize in C++ and Unreal Engine development. My expertise lies in innovative software integration and team projects, with strong skills in Object-Oriented Programming (OOP) and Software Development Kits (SDKs). I aim to enhance user experiences through engaging gameplay mechanics and advanced technical solutions.

KEY COMPETENCIES

Unreal Engine 4/5	3D Modeling Blender	HLSL, GLSL, Vulkan, OpenGL	Team leadership
C++, Python	3D Animation	Shader programming	Mentorship
OOP, SDK integration	VFX SFX	Adobe Substance Painter	Change management

PROFESSIONAL EXPERIENCE

UNREAL ENGINE - C++ GAME DEVELOPER

AUG 2020 - PRESENT

GET IN GAME studios, Independent, LEVEL256 Alumni Incubator, PARIS, FR.

In my role as the owner and lead Unreal Engine developer at Get in Game, I have successfully managed and executed numerous projects that leverage real-time 3D technology and virtual production. My responsibilities include developing innovative gameplay mechanics and AI-driven user interfaces to enhance user experiences. I have implemented automation tools within the Unreal Engine Editor, significantly reducing project development times. Additionally, I specialize in technical animation and the integration of complex game features such as physics-based interactions, particle systems, and multiplayer networking, ensuring a seamless and immersive gaming experience for users.

- Developed engaging gameplay mechanics and AI-driven UI, significantly enhancing user experience.
- Implemented Unreal Engine Editor Automation Tools, reducing project development time by 25%.
- Specialized in technical animation and real-time 3D technology for virtual production.
- Created and integrated various game features including physics-based interactions, particle systems, and multiplayer networking.

NETWORK AND SYSTEM ENGINEER

SEP 2021 - PRESENT

GENIETIC, Québec, CANADA

Established the support department by creating a knowledge base, defining clear client request management processes, and contributing to clients' IT system overhauls. Ensured compliance with Law 25, trained users on collaborative tools and cybersecurity risks. Maintained operational condition of clients' technological infrastructures, enhancing their performance, resilience, and security.

- Analyzed existing systems, provided best practice recommendations, and managed Windows Server migrations, Onboarding/Offboarding processes, and mobile fleet management.
- Implemented identity management with Azure AD, 2FA, and SSO solutions, maintained and replicated Active Directory, and managed GPO and NTFS rights.
- Deployed software updates via WSUS, configured PCs with SCCM, and managed network routing with Fortigate VPN, NAT Forwarding, and QoS.
- Developed user manuals and tutorials, offered IT assistance, and supported various technical environments including Windows Server, VMWare, SQL, PowerShell, and Fortinet devices.

SYSTEM & NETWORK ENGINEER CONSULTANT

JAN 2018 - APR 2020

Freelance, FRANCE

As a system & network engineer consultant, I provided comprehensive IT support and project management services to various clients. My role involved offering expert assistance, guidance, and troubleshooting for IT systems, ensuring smooth operations and minimal downtime. I managed IT projects from audit and study phases through to deployment, developed and maintained a comprehensive knowledge base, and facilitated the seamless integration of new software and hardware components into existing systems. My focus was on enhancing system performance, reliability, and security to meet client needs effectively.

- Windows Server Administration and Configuration
- Networking design and troubleshooting II - III
- Entra ID / Microsoft 365 Administration and deployment
- Fortinet, Mikrotik and CISCO administration and configuration
- Powershell Scripting, GPO deployment
- Linux, LAMP stack deployment

UI DESIGNER INTERN

SEP 2011 - APR 2012

DASSAULT SYSTEMES, VELIZY-VILACOUBLAY, FRANCE

As a User Interface Designer at Dassault Systèmes, I played a key role in improving the user experience for the 3DSwYm platform. My responsibilities included optimizing UX features, creating and integrating interactive widgets into the user interface, and conducting user testing sessions to gather valuable feedback. By iterating on designs based on user insights, I enhanced the overall usability and aesthetic appeal of the platform, contributing to a more intuitive and engaging user experience.

- Improved user experience and optimized UX features.
- Created and integrated widgets into the user interface.
- Conducted user testing sessions to gather feedback and iterate on designs

EDUCATION

DIGITAL ARTIST

ISART Digital | 09/2010 - 06/2012, Paris

TECHNICAL DIPLOMA IN INFORMATION TECHNOLOGY

University of Paris-Est Marne la Vallée | 01/2008 - 02/2010, Paris

CS ING. DEGREE - ONGOING OUTSIDE WORKHOURS

Conservatoire des Arts et Métiers - Ingénieur Réseaux, Systèmes et Multimédia (IRSM)

OTHER ROLES

CO-FUNDER OF GET IN GAME STUDIOS

AOUT 2020 - PRESENT

Software Developer

REFERENCES

AVAILABLE UPON REQUEST