

CLEMENTINE HASSOUNI

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Profile

Recent Game Programming graduate from Champlain College. Driven by foundational systems and full stack engineering of video games. Experienced in creating strong modular systems and maintaining large codebases with significant talent for problem solving and communication. Striving for a career in gameplay engineering, systems engineering, or graphics engineering in games.

Proficiencies

- C/C++/C#
- Python
- JavaScript
- ASM
- GLSL/HLSL
- Unity3D
- UE4
- Visual Studio
- PyCharm
- Shadergraph / VFX Graph
- Git
- Agile/Scrum

Education

Champlain College, Burlington, VT | Expected Graduation: May 2022

Pursuing Bachelor of Science Degree in Game Programming

Specialization in Systems, Gameplay, and Graphics Programming

Relevant Coursework:

Game Studio III

- Prototyped out large-scale systems such as advanced movement systems, designer tools, and companion AI
- Implemented stylized shaders & VFX
- Utilized Agile & Scrum to effectively plan and execute sixteen sprints with three engineers
- Created and followed a strict version control style guide to ensure seamlessness between fourteen main developers

Advanced Animation Programming

- Developed skeletal animation systems, character locomotion systems, 3D animation tools
- Researched & implemented procedural animation techniques such as ragdoll

Networking for Online Games

- Developed several networked games with both P2P/Server & TCP/UDP using Winsock
- Developed solutions for synchronization, PTR data communication, latency / jitter issues

Artificial Intelligence for Games

- Implemented Game AI patterns such as steering, pathfinding, flocking, and procedural generation
- Researched and implemented personal AI project (Chess AI)

Work Experience

Systems & Graphics Engineer | Liminal Loop Games | Burlington, VT | Aug 2021-May 2022

- Developed & shipped Sunline, a 3D parkour-adventure game (seven month development cycle)
- Designed and implemented parkour movement system and world tagging system
- Designed and implemented several stylized shaders and particle effects

Programming Instructor | Buck's Rock Creative & Performing Arts Camp | New Milford, CT | Each Summer, 2016-2019

- Managed a team of Programming Instructors and coordinated on-the-fly coursework
- Taught game development and OOP basics to 11-17 year old adolescents
- Organized group activities such as Game Jams

Volunteer Experience

Tournament Event Organizer & Host | Vermont Smash Community | Burlington, VT | Aug 2020-May 2022

- Organized fighting-game tournament events for video game *Super Smash Bros. Ultimate*
- Averaged thirty attendees at events
- Located venue and worked with owners to secure a weekly time slot
- Handled equipment organization & prize incentives

Graphic Designer | Vermont Fighting Game Community | Burlington, VT | Aug 2020-May 2022

- Designed and produced creative infographics for both tournament standings and rankings results
- Designed and produced logos and banners for advertising events