

Imed Latreche

Unreal Engine Developer

Game Developer with over a decade of experience in software and game development. Since 2013, I have worked with a wide range of programming languages, frameworks, engines, and development tools. Holding a Master's degree in Computer Science, I combine strong technical expertise with a results-driven mindset and a proven track record of delivering high-quality work on schedule.

Since 2018, I have specialized exclusively in game development with Unreal Engine, focusing on creating robust, performant, and engaging interactive experiences.

Skills

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- Strong experience with Unreal Engine.
 - Proficiency in both C++ and Blueprints.
 - Strong understanding of game development principles and mechanics in both single and multiplayer (Replication).
 - Ability to implement robust game mechanics.
 - Ability to code and architect game systems and tools.
 - Ability to develop modular plugins or integrate existing ones from the marketplace.
 - Big experience in User Interface implementation based on designed mock-ups (Figma, Photoshop, Illustrator or After Effects videos).
 - Familiar with Animation implementation and integration.
 - Strong debugging skills.
 - Experience porting Unreal Engine games to multiple platforms, including macOS and Linux.
 - Ability to analyze, profile and optimize game performance.
 - Assuring and maintaining a clean and organized code.
 - Experience working effectively in teams of different sizes and timezones.
 - Excel at working independently, without excessive oversight.
 - Experience with source control tools: Git, Perforce, SVN, Plastic..etc.
 - Good communication skills (fluent in English and French).
 - Decent skills with Adobe Photoshop.

Experience

TheMasterForge | Gameplay and UI Developer | C++ & Blueprints

Dec 2024 - June 2026 Full-Time

- [Master Of Realms](#): a mapmaking application for tabletop RPG's that enables you to make amazing worlds, regions, and cities, then bring them into physical form with 3D Printable terrain.

WNDR | Gameplay Developer | C++ & Blueprints

Sep 2023 - Nov 2024 Part-Time

- [The Colosseum](#): a new high-action third person 'Runner' game, that puts you inside a colosseum where you have to collect as many coins & NFTs and battle against the cyborgs that come after you.

Worldsparks | UI Developer | C++ & Blueprints

Mar 2023 - Oct 2024, Contract

- [Sparkball](#): a high-action 'mobrawler', affectionately described as League of Legends meets Rocket League. It features two teams of four battling it out as whimsical heroes in super-fast WASD combat while simultaneously working together to score the ball into the enemy goal.

Yuzu Games Studio | Gameplay Developer | C++ & Blueprints

Jan 2022 - Mar 2023, Contract

- [Handyman Corporation](#): Simulation game where you become the owner of a business where you handle a variety of jobs in cleaning, maintenance, design, and construction. Accept contracts, play minigames to perform every task required. Then expand your company – buy spare parts, tools, train skills and manage.
- [BlackSmith Simulator](#): Simulation game where you become a Medieval blacksmith in this interactive blacksmithing simulator. Upgrade your forging equipment, unlock new exotic crafting materials, grow your business, and manage your customers - in addition to engaging forging mechanics.
- [Sneakers Custom Simulator](#): A game about customizing your own sneaker with different colors, styles and brushes. You also have the ability to repair an old shoe to make it brand new and customize it at your will. It is not only a game, but also a great tool for creating your own projects.

IronBelly Studios | Game Systems Developer | C++ & Replication

Jan 2021 - Jun 2022, Contract

- [Fractured Veil](#): Embrace the Aloha Spirit to chill in your choice of safe, social or PvP zones. Build with a quick craft and effortless building system. Take a killer risk into the jungle for greater rewards and endless exploration where you'll meet mutants and friendly vendors waiting to say Aloha.

Proelium | Gameplay & UI Developer | C++ & Blueprints

May 2018 - Present, Part-Time

- [Proelium Tactics](#): tactical story-driven game inspired by the turn-based combat of Fire Emblem and X-COM. Experience intense tactical action and decide where to go, whom to recruit or to fight, what missions to take and how to train and equip your men.

Gunpowder Games | Localization & Steam API | C++ & Blueprints

Dec 2019 - Feb 2021, Contract

- [Malestrom](#): Fast-paced naval battles in a grim fantasy world of leviathans, warships & magic! Captain Orc, Dwarf, Human or Undead warships with tactical, ship-vs-ship-vs-monster combat! Upgrade ships & crew to become the most powerful warship to sail the Abyssal Ocean! Multiplayer, Solo & Co-Op..

LogXGames | Gameplay Developer | C++ & Blueprints

Jul 2020 - Oct 2020, Contract

- **Dream Valley (Uncompleted Project)**: a third person shooter in the style of Devil May Cry. A big set of weapons and melee combat. The project didn't get to the light because of financial issues with the investor.

Other | Developer

Contracts

- **Among Ruins**: an MMORPG game where I implemented Combat Animations, UI and Localization
- **Jerry & The Magical Cave**: an adventure third person game where I was assigned the task of implementing a conversation system with multi-choice responses.

Contacts

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