

IMED LATRECHE

Unreal Engine Developer

Gameplay · UI · Multiplayer Systems · C++ & Blueprints

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[LinkedIn Profile](#)

10+

Years in software and game development

8+

Years building with Unreal Engine

12

Game projects, from simulation to MMO

PROFILE

Unreal Engine developer with more than a decade in software and game development (since 2013) and a Master's degree in Computer Science. Since 2018 I have worked exclusively in Unreal Engine, building gameplay systems, tools, user interfaces and multiplayer features in C++ and Blueprints, for projects ranging from simulation and tactical games to action titles and MMOs, many of them on Steam.

I work well independently, collaborate easily with remote teams across timezones, and deliver clean, performant work on schedule.

CORE SKILLS

UNREAL ENGINE

C++ and Blueprints. Game systems and tool architecture. Modular plugins, custom-built or integrated from the Marketplace.

GAMEPLAY & MULTIPLAYER

Robust mechanics for single-player and multiplayer games, including replication.

UI & ANIMATION

UI built from Figma, Photoshop, Illustrator and After Effects mock-ups. Animation implementation and integration.

PERFORMANCE & DEBUGGING

Profiling and optimization, strong debugging, clean and well-organized code.

PLATFORMS & SERVICES

Porting Unreal Engine games to macOS and Linux. Localization and Steam API integration.

WORKFLOW

Git, Perforce, SVN and Plastic SCM. Teams of different sizes and timezones, and comfortable working independently.

LANGUAGES

English (fluent) and French (fluent).

EDUCATION & TOOLS

Master's degree in Computer Science. Adobe Photoshop.

EXPERIENCE

TheMasterForge Dec 2024 – Jun 2026 Full-Time · C++ & Blueprints	Gameplay and UI Developer • Master of Realms: gameplay and UI systems for a map-making application for tabletop RPGs. Players build worlds, regions and cities, then turn them into 3D-printable terrain.
WNDR Sep 2023 – Nov 2024 Part-Time · C++ & Blueprints	Gameplay Developer • The Colosseum: gameplay for a high-action third-person runner set in a colosseum, where players collect coins and NFTs while fighting off cyborgs.
Worldsparks Mar 2023 – Oct 2024 Contract · C++ & Blueprints	UI Developer • Sparkball: UI for a fast-paced 4v4 mobrawler, often described as League of Legends meets Rocket League.
Yuzu Games Studio Jan 2022 – Mar 2023 Contract · C++ & Blueprints	Gameplay Developer • Handyman Corporation: gameplay for a business simulation built around contracts in cleaning, maintenance, design and construction, completed through minigames. • BlackSmith Simulator: forging, crafting and business-management mechanics for a medieval blacksmithing simulator. • Sneakers Custom Simulator: customization and repair systems for designing sneakers with different colors, styles and brushes.
IronBelly Studios Jan 2021 – Jun 2022 Contract · C++ & Replication	Game Systems Developer • Fractured Veil: multiplayer game systems for an online survival game with safe, social and PvP zones and a fast building and crafting system.
LogXGames Jul 2020 – Oct 2020 Contract · C++ & Blueprints	Gameplay Developer Dream Valley: weapon and melee combat gameplay for a Devil May Cry-style third-person shooter. Cancelled before release when the investor's funding ended.
Gunpowder Games Dec 2019 – Feb 2021 Contract · C++ & Blueprints	Localization and Steam API Developer Maelstrom: localization and Steam API integration for a naval combat game with solo, co-op and multiplayer modes.
Proelium May 2018 – Dec 2022 Part-Time · C++ & Blueprints	Gameplay and UI Developer Proelium Tactics: ongoing gameplay and UI development for a story-driven tactical game inspired by Fire Emblem and X-COM.
Other contracts	Developer Among Ruins: combat animations, UI and localization for an MMORPG. Jerry & The Magical Cave: conversation system with multiple-choice responses for a third-person adventure.