# **Terry Keyrouz**

# **Senior Game Programmer & Full Stack Engineer**

- in linkedin.com/terrykeyrouz
- # tk-game-dev.com
- · Lisbon, Portugal

## **TECH STACK & TOOLS**

Languages: C++, C#, JavaScript, HTML5, CSS, Python, Lua

Engines: Unreal Engine (CommonUI, UMG, Behavior Trees, EOS), Unity3D, Vuforia

Multiplayer: Steam EOS, Lobby Systems, Online Subsystems

Backend: .NET Core, ASP.NET MVC, REST APIs, Node.js

Databases: Azure SQL, MongoDB, MySQL

Tools & Services: Perforce, Git, Wwise, Figma, Miro, Microsoft Office Suite, Trello, Azure DevOps, **Anchor Point** 

## **LANGUAGES**

English · Fluent

French · Fluent

Arabic · Fluent

Portuguese · Proficient

# **AWARDS & RECOGNITIONS**

Best Tech Student 2021/2022

IADE · Sep 2022

Game of the Year Nominee: Mizukura

PlayStation Talents · Nov 2021

Merit Scholarship

IADF · Feb 2021

2nd National Rank Lebanon IT Exam

Edde Institute · 2019

#### **EDUCATION**

**Bachelor's Degree, Computer Science** 

University of Bradford, UK · Jan 2022 - Jun 2022 Grade: 90%

**Bachelor's Degree, Games & Apps Development** 

IADE, Lisbon · Sep 2019 - Jun 2022

Grade: 90%

**Technical Baccalaureate, IT** 

Edde Institute, Lebanon · Sep 2016 - Jul 2019

Grade: 82%

## **PERSONAL SUMMARY**

Game programmer and full-stack engineer with over 5 years of experience building games, tools, and interactive experiences. Specialized in Unreal Engine and Unity development with deep knowledge of C++, C#, and multiplayer systems. Passionate about gameplay, performance, and clean architecture. Led teams, conducted technical interviews, and contributed to both live games and enterprise platforms.

## **WORK EXPERIENCE**

# **Full Stack Engineer**

#### VdA (Vieira de Almeida)

Nov 2024 - Oct 2025 · 1 yr Lisbon, Portugal · Remote

- · Built and maintained internal enterprise web platforms using C#, .NET Core, and ASP.NET MVC.
- · Created and consumed RESTful APIs; managed Azure SQL databases.
- Developed responsive UIs with JavaScript, HTML5, and CSS.
- · Deployed and maintained applications on Microsoft Azure.

# **Senior Game Programmer** → **Lead Game Programmer**

#### **DNE (Digital Nomad Entertainment)**

Jan 2024 - Dec 2024 · 1 yr Lewes, Delaware, United States · Remote

- · Promoted to Lead mid-2024.
- Led development of a multiplayer FPS game in Unreal Engine.
- Integrated Steam EOS lobby systems, map transitions, and full player/weapon mechanics
- · Managed Perforce server, user access, and commit workflows.
- · Conducted skill-based interviews to hire and grow the engineering team.
- · Developed core gameplay mechanics, input systems, and UI flows.
- · Worked closely with designers to align vision and technical execution.

# **Game Programmer** → **Senior Game Programmer**

Nov 2022 - Oct 2023 · 1 vr Manchester, New Hampshire, United States · Remote

- · Promoted to Senior mid-2023.
- · Oversaw implementation of advanced gameplay systems.
- · Integrated Epic Online Services for login, achievements, and leaderboards.
- · Mentored junior developers and ensured code quality across modules.
- · Developed combat systems, camera logic, VFX, SFX, and enemy AI using Behavior Trees.
- · Managed localization, offline saving, and performance tuning.
- · Used Git, Trello, Azure, and Anchor Point for project coordination.

# **Unity VR/AR Programmer**

# **Illusive Studios**

Apr 2021 - Jun 2022 · 1 yr 4 mos Lisbon, Portugal · Hybrid

- Delivered and maintained 15+ VR and AR experiences using Unity3D, Vuforia, and Oculus Rift.
- · Built raycast-based UI systems and asset versioning pipelines.
- · Developed Android and Windows applications for commercial showcases.
- · Led rapid prototyping and live event delivery under tight deadlines.