

# Dany Waked

## Gameplay Programmer

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### PROJECTS

#### Rhododendron — *Gameplay Programmer*

October 2023 - PRESENT (used Unreal Engine 5)

- Was in charge of Player, Enemy AI, & Gameplay Systems
- Implemented UI & World Creation
- Worked on Procedural Level Generation & Foliage Generation
- Worked on Trigger events for Horror aspects
- Learned how to make simple Cinematics

#### Dusk of the Gods — *Gameplay Programmer*

October 2022 - May 2023 (used Unreal Engine 4)

- Was in charge of Enemy AI and Player Health System
- Designed & Programmed the different boss fight patterns
- Implemented Animations and a Save & Load System
- Took lead on the UI Programming and Implementations

#### Experimental Games Course — *Lead Programmer*

January 2024 - March 2024 (used Visual Studio C++ with Raylib & SFML)

- Took lead on project Design & Planning
- Was in charge of Programming Gameplay & Systems
- 4 quick Prototypes, 2 weeks each, part of Experimental methods
- Used Raylib & SFML to code purely using C++ for simple experimental games (part of a Game Design course)

### EDUCATION

#### Bachelor's Programme in Game Design and Programming — Uppsala University, Campus Gotland

August 2021 - June 2024

Team Communication, Project Management, Agile Development,  
Designed and Developed Games with groups of up to 6 members.

#### International Baccalaureate Diploma Programme

— Antonine International School, Ajaltoun, Lebanon

September 2019 - May 2021

Developed Communication, Time Management, and Researcher skills.

### SKILLS

C++  
Unreal Engine 5  
Unity  
Visual Scripting  
Jira

### LINKS

[dandelion.rip](https://dandelion.rip)

[linkedin.com/in/dany-waked](https://linkedin.com/in/dany-waked)

[danzalot.itch.io](https://danzalot.itch.io)

[github.com/danywaked](https://github.com/danywaked)

[twitter.com/danyw91](https://twitter.com/danyw91)

### LANGUAGES

English

Arabic

French

Swedish