

# Celeste Soueid

C#/C++ Systems Programmer

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## EDUCATION

### Academy of Interactive Entertainment, Canberra - Adv. Diploma of Game Programming

February 2021 - December 2022

Assessed on: Core C++ & C# skills, Unity Engine skills, low-level graphics programming, physics engine implementation, technical documentation, external library utilisation, multi-discipline team development, data structures and algorithms.

## PROJECTS

### The Devil's Cookbook — *Fast-paced survival cooking game*

[Project Details](#)

A 15 week team project developed alongside 9 other people. A creature catching and cooking game where you're trapped in hell and must serve patrons their food quickly to survive.

### How's It Growing — *Educational plant game for ages 9-12*

[Project Details](#)

Student Unity game built in 8 weeks by a team of 12 for the Australian Botanic Gardens to educate 9-12 year olds on plant life cycles.

### Thera Engine — *ECS engine via Flecs & bgfx*

[Project Details](#)

Long term game engine project targeted towards highly simulated, physically large games. A fundamental focus on ECS architecture and custom rendering solutions.

## WORK EXPERIENCE

### Barback, Squire's Landing

February 2019 - November 2019

### Arborist, AAA Affordable Tree Services

November 2016 - December 2018

## LANGUAGES / SKILLS

C#, C++, HLSL/GLSL, Lua, Javascript.

OOP & ECS Design, gameplay & systems engineering, profiling & optimisation, gameplay networking, graphics programming, cross-discipline communication.

## TOOLS

Unity Engine (+SRPs), Git, Perforce, Flecs, bgfx, boost::asio, Unreal 4

## REFERENCES

On request