

HASSAN ADHAM

Technical Artist | Tools Programmer

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Cairo, Egypt

SUMMARY

Technical Artist with a computer-science background, specializing in pipeline automation and tool development in Unreal Engine. I build production-ready tools in C++ that cut costs and maximize efficiency across art and engineering teams.

SKILLS

Languages: C++

Engine: Unreal Engine (C++, Slate, UMG, Niagara, PCG, Geometry Scripts, MetaSounds)

DCC & Texturing: Maya, Substance Designer, Photoshop

Pipeline & Version Control: Perforce, Git, Jira

EXPERIENCE

Limbic Entertainment GmbH

Technical Artist

Cairo, Egypt

Sep 2022 – Present

Promoted from Technical Artist Intern (2022) to Junior Technical Artist (2023) to Technical Artist (2024).

- Shipped two AA titles (Corsair Cove and Park Beyond).
- Built a procedural rock generator using **C++**, Geometry Scripts, and UMG in Unreal Engine, letting level artists iterate quickly and cutting manual modeling time.
- Developed a custom editor validator tool using **C++ and Slate UI** to enforce asset standards and streamline pipeline integration.
- Created a dynamic wildlife system with **Niagara, Animation Textures, and custom Scratchpad modules**, optimizing entity rendering to hold strict performance budgets.
- Optimized asset shaders and ran technical profiling to resolve bottlenecks and improve rendering efficiency.
- Profiled performance and fixed complex engine bugs to keep games within framerate and memory budgets.

Information Technology Institute

Unreal Engine Instructor

Cairo, Egypt

Dec 2022 – Jul 2024

- Designed fundamental and advanced Unreal Engine courses for artists.
- Mentored students through 9-month diploma graduation projects.

EDUCATION

Ain Shams University

Bachelor's in Computer and Information Science

Cairo, Egypt

Jun 2016 – Sep 2020

Information Technology Institute

9-Month Game Art Scholarship

Cairo, Egypt

Nov 2021 – Jul 2022

PERSONAL PROJECTS

The Virtuoso — Game Demo

- Directed a fan project that reached 5M+ views across platforms.
- Built and led a team of developers and artists, designing the core technical workflows for the project.
- Redesigned the Batman: Arkham melee combat system for ranged mechanics.
- Built procedural level pipelines using PCG to assemble modular buildings and environments.
- Designed a dynamic soundtrack system using MetaSounds that reacted to gameplay in real time.

KEY ACHIEVEMENTS

- Certified Unreal Authorized Instructor** (2024) — Epic Games.
- Arabic Games Conference 2025 Winner** — our game ranked #1 against 60+ titles across the MENA region.