

MIKAIL KAHYA

GAMEPLAY PROGRAMMER | GAME AI

Looking for an end-of-study internship as a Game Programmer.

ABOUT ME

I thrive on creating fun and interactive experiences. I found over time that games are my medium. I thoroughly enjoy Game AI and the systems around it. Now I am looking for an internship for the next step in my career. My skills emphasize clean, readable, and performant code in C++ and Unreal Engine.

EDUCATION

Game Development, Bachelor

Howest University of Applied Sciences, Digital Arts and Entertainment
Sept 2022 - present

A rigorous curriculum developing skills for the different disciplines of game production. This includes gameplay programming, game design, tool development, graphics programming, C++, C#. A link is placed between art, design, and development as you get to understand what your co-workers are occupied with.

EXPERIENCE

Gameplay Programmer, Couch Co-op Action Roguelike

School group work
Sept 2024 - Jan 2025

A local co-op game built in Unreal Engine. The team consisted of 2 developers, 2 artists, and 1 designer. I developed the underlying roguelike systems, enemy AI, and the player interactions with the spells and win conditions.

Programmer & Designer, Couch Multiplayer Arena Fighter

School group work
feb 2024 - june 2024

Taking a role as developer and designer of the game Winged Warfare. The team consists of 2 programmers and 2 artists. Learning the development process from the researching, to development, to polish, and even beyond. My focus was on UI, the player, menus, and bird behavior.

Programmer, Combat AI

Solo project
Nov 2023 - Feb 2024

A replication of Marvel's Spider-Man's combat AI. A project that started as a school project taken further exploring Unreal Engine and its systems.

Gameplay Programmer, Modern Recreation of Asteroids

Group Game-jam
Feb 2024

A remake of Asteroids in Unreal Engine. I worked on player movement and interactions between the player and environment. A big lesson I learnt during this experience is communication, trust, planning, and performing well under stress.

DETAILS

EMAIL

mkahya.contact@gmail.com

LINKS

[LinkedIn](#)
[GitHub](#)
[Portfolio](#)

SKILLS

C++ (Intermediate)



C# (Low Intermediate)



Unreal Engine (Intermediate)



Unity (Low Intermediate)



Game AI (Knowledgeable)



LANGUAGES

Dutch (Native)



English (Fluent)



French (Basics)



OTHER INTERESTS

Dungeons & Dragons:

Storytelling

Dungeon Master

Tutoring / teaching

Strategy based board games

Analyzing game systems

Solving puzzles and riddles

Learning languages:

Currently Lithuanian

Customer service and mentoring, DIY store

Student job

Jun 2020 – Jul 2024

At my student job I became a capable and independent worker. I had to help customers and aid them in finding solutions for their problems at home. This can range from cables to car repair options. My manager saw potential in me and updated rules to use my skills effectively.

COMMUNICATION

Important skills are communication; written and verbal, the ability to provide constructive feedback, and document work for future team members. It is critical to communicate this in code as well. This was very prevalent in my school projects Winged Warfare and Otters & Wizard Hats.

I pride myself on learning from feedback. Growth in communication and my practical skills allows me to develop my workflow and avoid misunderstandings. I was tested several times during my group projects when I had to analyze the situation and assess that the features I wanted to implement weren't befitting of the game which was brought up to me by a fellow team member.

TEACHING

I enjoy spreading knowledge and helping. Usually for friends or family, I sit down and plan out sessions of tutoring about a subject I am knowledgeable about. This came in the form of programming or math, but some subjects were more niche.

This pastime isn't just in the form of tutoring but can also be in the form of feedback or dissecting a problem. A core belief of mine is "If I can teach it, I truly understand it".

FAVORITE QUOTE

You can't change overnight, but you can get better 1% every day.

FAVOURITE GAMES

Baldur's Gate 3
Dying Light
Clair Obscur Expedition 33
Marvel's Spider-Man
Battlefield 4
Trine 2
Hades
Skyrim
Ratchet & Clank
Bloodborne
Zelda: Breath of the Wild