

KARIM SAID

GAME DIRECTOR & DEVELOPER

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PROFILE

Game director and developer who has designed, coded, and shipped 15+ released titles. As Game Director at LNV I build Fortnite (UEFN / Verse) experiences end to end, drawing **1.2M+ player-minutes** across published islands. I also ship solo titles in Unreal Engine 5 (C++) across horror, PvP, racing, and social-deduction. Strong across concept, gameplay/AI systems, optimization, and live ops.

EXPERIENCE

Game Director & Developer *LNV* Oct 2025 – Present · Remote (Italy)

- Direct and develop Fortnite (UEFN / Verse) titles end to end — design, code, and live ops — including *Star Wars: Galactic War* (4–40 player faction war), *Spiral*, *Word Imposter*, and *Pit of Champions*.
- Shipped titles have drawn strong engagement — e.g. *Word Imposter* at **595K+ minutes played** and 1.3K favorites — built and balanced for retention and discovery.
- Own the full live cycle: feature updates, bug fixing, performance optimization, and seasonal events, collaborating with creative and marketing on launches.

Gameplay AI Engineer *Rekt Studios* Jun 2023 – Jan 2025 · Beirut, Lebanon

- Engineered AI systems and gameplay behaviors in Unreal Engine 5 with C++, raising challenge and player immersion.
- Partnered with designers and artists to prototype and refine mechanics, shortening iteration cycles.
- Led debugging and performance optimization, improving AI responsiveness and overall game stability.

Quality Assurance *Kreationware* Oct 2022 – Sep 2023 · Beirut, Lebanon

- Identified and documented critical bugs during development of *Desert Revenant*, improving stability ahead of release.
- Acted as liaison between developers and players, turning feedback into actionable fixes and gameplay-balance changes.

Additional Experience 2018 – Present

- Programming & Robotics Educator — UNICEF · CodeBrave, Future Coders Club, and private tutoring (Scratch, MakeCode, C++/C#); designed curricula and mentored students of all levels.
- Inventory Manager — New Golden Est. (Kuwait); reduced stock discrepancies by 25%. Sales & Event Organizer — NabilNet (Beirut).

SELECTED PROJECTS

The Whispers *Solo · Fortnite (UEFN / Verse)* 2024

- Solo-built single-player horror escape game — clue-hunting, puzzles, and jump scares. **281K+ minutes played, 10.1K favorites.**

Star Wars: Galactic War *Game Director · LNV* 2026

- Directed a 4–40 player Empire vs. Rebels faction war — zone capture, Battle Points, unlockable Heroes, vehicles, and Force powers.

Desert Revenant *Steam · Kreationware* 2022

- QA, mechanics balancing, and "firefighter" bug-fixing on a roguelike deck-building RPG ahead of its Steam release.

Depths of Hell *itch.io · Solo · Unreal Engine 5* 2022

- Solo-built a 3D action-horror in **3 days** for Mini Jam 109 — "health as a tool" core mechanic, designed and coded end to end.

Earlier solo titles 2020 – 2025

- Twisted VR (UE5 VR combat racing), Illusion (GameMaker Studio 2 platformer), plus 10+ published Fortnite islands — Lasers, Don't Fall, Hunter Vs Racers, Ultimate Tag, and more.

SKILLS

Languages: C++, C#, Verse, Java

Scripting / Visual: Blueprints (UE5), UEFN, Scratch

Tools: Git, Visual Studio, Blender, Trello

Engines: Unreal Engine 5, Unity, GameMaker Studio 2

Platforms: PC, VR, Web, Fortnite (UEFN)

Strengths: Game direction, gameplay/AI systems, multiplayer & live ops, optimization

EDUCATION & CERTIFICATIONS

B.S. Computer Science *American University of Science & Technology — emphasis in Video Game Design & Development* Beirut, Lebanon

Certifications: Unreal Engine 5 C++ · Unity 2D Game Development · Introduction to Game Design (Epic Games) · Blender Character Creation · Google UX Design Certificate (8 courses) · CCNA R&S · Microsoft Office Specialist