

MANOËL NOHRA

Gameplay / Software Programmer

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Eligible to work in Canada (PGWP) and the EU without sponsorship | English: professional working proficiency (CELP 8)

Software engineering graduate (ÉTS) with four programming internships (Ubisoft Montréal x2, Audiokinetic, CDRIN) and programmer on two award-winning games (Ubisoft Game Lab, Montreal GameJam). Comfortable in large C++ codebases and proprietary pipelines (Anvil, Perforce, Wwise), from gameplay systems to developer tools.

PROFESSIONAL EXPERIENCE

Gameplay Programmer Intern (NEO Project) | Ubisoft Montréal **2025 (17 wks)**

Fighting Team of 8 | C++, Anvil engine | Agile, tasks from lead, peer-reviewed

- Extended existing **combat telemetry** to send in-game events to data analysts for enemy and ability balancing.
- Built and adapted gameplay features for designers, e.g. a fog ability that grows with an equipped outfit.
- Debugged and fixed gameplay issues across health, input, animation, and targeting (line-of-sight).

Software Engineering Intern (Wwise Integration Team) | Audiokinetic **2024 (16 wks)**

Solo R&D mandate with mentor | C++/Blueprints, UE5 → Unity (C#)

- Built a Wwise take on Unreal's Soundscape plugin: a **dynamic ambient-audio** demo for sound designers.
- Learned Unreal Engine 5 on the job; built raycast sound selection and indoor/outdoor zones, then ported it to Unity.

Tools Programmer Intern | Ubisoft Montréal **2024 (16 wks)**

Team of 6 | C#, WPF/XAML, MVVM | Agile | shipped to main

- Built **Shortcut Explorer**, a tool listing every engine shortcut, previously hard-coded with no way to find them.
- Parsed shortcut attributes from the C# code and added search and conflict detection; widely adopted.

Programmer Intern (Urbia project) | CDRIN **2022 (10 wks)**

Client project, team of 5, main programmer | Unity/C# | educational city-builder

- Completed a near-finished game: new buildings and rules, residential balance, flooding, and level tuning.
- Worked with a 3D artist, a manager, and the client weekly; integrated 3D models and polished the game.

SELECTED PROJECTS

Tower Defense | manoel-nohra.fr **Ongoing**

Solo | Unreal Engine 5 (C++, Blueprints)

- Building gameplay, UI/UX, and architecture with a **data-driven** framework for towers, enemies, and waves.

🏆 **Panic On Comic City!** | manoelnohra.itch.io **2026**

Ubisoft Game Lab, Best Accessibility | team of 8 | Unity (C#)

- 2D co-op side-scroller; built core gameplay and **custom 2D physics** for two synced characters.

🏆 **The Plague** | manoelnohra.itch.io **2023**

Montreal GameJam, Best Sound Design | Unity (C#)

- Designed jam mechanics and programmed core systems: camera, movement, and enemy AI.

SKILLS

Languages: C++, C#, Python, Java, SQL

Engines & Tools: Unreal Engine 5, Unity, Anvil, WPF/XAML, Wwise, Perforce, Git, Jira

Concepts: OOP, design patterns, ECS, data-oriented design, event-driven architecture, object pooling, MVC, TDD

Spoken: French (native), English (CELP 8), Arabic (Lebanese)

EDUCATION

Bachelor of Software Engineering | École de technologie supérieure (ÉTS), Montreal **2026**

DUT, Computer Technology | Université Claude Bernard Lyon 1, France **2022**

EXTRACURRICULAR

Conjure Club (game creation), ÉTS (2022–2026): organized GameJams; made games to jam deadlines.

ÉTS Esports Club: Rocket League (2022–2025): Supersonic Legend rank.