

LEONNEL HAMMEL

Software Engineer



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Leoleonmiel



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Junior Engineer with 1 year of professional experience working remotely as an Animation Engineer on an unannounced game with Unreal Engine 5 and C++. Comes from a low-level background in engine and rendering programming, which shows up in how I profile and optimize animation systems. Available from November and Open to relocation

SKILLS

Engines & APIs

Unreal Engine 5 Unity DirectX 12

Technical Languages

C++ C# HLSL

Spoken Languages

English - C1 French - Fluent Arabic(Lebanese) - Fluent

Tools

Git Perforce SVN Visual Studio Rider Jira

Soft Skills

Communication Teamwork Feedback-driven Ownership

PROFESSIONAL EXPERIENCE

Animation & Gameplay Programmer *Vital Few Games*

Ankara, TURKEY

July 2026 – Present

Unreal Engine 5 C++ Perforce

- Shipped **Motion Matching** locomotion with Pose Search, authoring the schema, cost channels and trajectory queries, and cutting the clip set from **500+ to under 100** with orientation and stride warping plus distance matching
- Layered actions over locomotion with per-bone masks, additive and slot passes, and rewired Animation Blueprint logic into a custom **C++ AnimInstance** on the thread-safe update path
- Drove **multiple skeletons** from one animation set with custom **IK solvers**, resolving retargeting where proportions and hierarchies diverge
- Worked in-engine with animators through continuous testing and review, and extended their tooling with Anim Modifiers and curve extraction to land the intended motion set

Gameplay Programmer *Sogclair - Oktal Sydac*

Toulouse, FRANCE

April 2026 – June 2026 (3 Months)

Unreal Engine 5 C++ HLSL Git Jira

- Built a **custom IK-driven animation pipeline** for a vehicle demo shown live at **Eurosatory**, driving suspension, wheels and occupants off **Chaos Modular Vehicle** physics (*Demo video*)
- Wrote an **autonomous driving mode** from scratch in C++, following splines with realistic cornering and speed control that accelerates and brakes the way a driver would
- Held target framerate on hardware by cutting GPU and CPU overhead, profiling with **RenderDoc**, **Nsight** and **PIX**

Gameplay & Tools Programmer Intern *VRAI Studio*

Albi, FRANCE

June 2025 – August 2025 (3 Months)

Unity C# HLSL

- Shipped **VR gameplay and hand interaction** into a large existing codebase and held comfortable standalone framerate on PICO headsets (*RecyclageVR*)
- Built authoring tools for non-technical staff, including a **planet creation tool** that removed programmers from the content loop (*BunnyKids*)

Software Engineer Intern *Swisscom*

Lausanne, SWITZERLAND

June 2024 – August 2024 (3 Months)

C++ Git

- Reworked data layout and container usage in a **C++ anomaly detection tool**, cutting memory usage from **20% to 7%**
- Built UX-driven features alongside designers, with code review and documentation that kept the tool maintainable after handoff

PERSONAL PROJECTS

Rendering & Engine Programmer *BitForge*

Nîmes, FRANCE Oct 2025 – June 2026

DirectX 12 C++20 Assembler HLSL SIMD

Gameplay & Animation Programmer *Erebus*

Nîmes, FRANCE Oct 2025 – May 2026

Unreal Engine 5 C++ Motion Matching

EDUCATION

Creajeux

Bachelor in Computer Science, major in Game Programming

Nîmes, FRANCE

Sept 2021 – May 2026

HOBBIES & INTERESTS

Cooking · Bodybuilding · Warhammer · Craft beer