

# IDDO SHOIKHET

Game Programmer — Engine & Tools

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3rd-year Game Programming student at BUAS specializing in Engine & Tools. Lead programmer on a team of 28 (7 programmers) for a year-long shipping project. Experienced in engine, infrastructure, and tools development. Prior military service as a team commander. Seeking an internship to deepen expertise in game technology and tooling engineering.



## PROJECTS

### Perforce Swarm Review Automation

2025 – Present

Python • Discord Bot • AWS • PostgreSQL • [GitHub](#)

A Discord bot that automates Perforce Swarm code reviews. Hosted on AWS, it listens for Swarm webhook events via Cloudflare Tunnel, queries Perforce's REST API, and opens Discord forum threads with reviewer tags and definition-of-done checklists. Supports multiple guilds with per-server config, role-based access, and an interactive setup wizard. Written in Python with PostgreSQL for data persistence.

### ReaperP4Bridge

2025

Python • Reaper DAW Extension

A Reaper extension integrating the DAW with Perforce for audio version control. Features a file watcher for project changes, wraps ReaScript/JS extension functions via ctypes, and provides a real-time ImGui interface for check-out, submit, and sync operations directly inside Reaper.

### Maya Extension Tool

2024 – 2025

Python • Maya API • MEL/MayaScript • [shoikhet.com](#)

A Maya extension plugin built to streamline the art-to-engine pipeline. Developed using the Maya Python API and MayaScript to automate asset export, validation, and integration workflows.

### Custom VR Engine

2024 – 2025

C++ • BUAS Engine & Tools Specialization • [shoikhet.com](#)

Built a custom VR game engine from scratch. Responsible for the event system, 3D spatial audio system, serialization, and asset browser. Developed as part of the Engine & Tools specialization.



## GAME PROJECTS

### Heist (TBD) — Lead Programmer

Sep 2025 – Present

Turn-based grid strategy • Unreal Engine 5 • Team of 28 (7 programmers)

- ▶ Leading the programming team from pre-production through release; set up Perforce, Jenkins CI/CD, and Steam deployment.

### Ascension Protocol — Programmer

2025

VR hack-and-slash • Unreal Engine 5 • 8-week team project

- ▶ Contributed gameplay systems and tooling for a VR combat game in a multidisciplinary team.

### Soul Maze — Programmer

2024

First-person couch co-op (Pac-Man inspired) • Unreal Engine 5 • 8-week team project

- ▶ Shipped a full-fledged couch co-op game, contributing gameplay systems and tooling.



## TECHNICAL SKILLS

### Languages

C++, Python, Blueprints, SQL, VBA

### Focus Areas

Engine & Tools, Editor tooling, Slate UI, Gameplay systems

### Engines

Unreal Engine 5, Custom C++ VR engine

### Tools

Rider, Perforce/Swarm, Jenkins, Maya API, ReaScript



## EXPERIENCE

### Software Support Commander — IDF

Feb 2021 – Aug 2023

Military Entrance Processing • 2.5 years

- ▶ Commanded a team of 3; automated reporting with Excel, and VBA.



## EDUCATION

### BSc Game Programming — Engine & Tools

2023 – Present

Breda University of Applied Sciences (BUAS) • Breda, Netherlands

**Languages:** Hebrew (native) • English (fluent) • Russian (basic)