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Unreal Engine Wikipedia
May 12th, 2018 - Development of the first generation Unreal Engine was carried out by the founder of Epic Games Tim Sweeney Inspired by John Carmack s pioneering programming work on Doom and then Quake Sweeney started the engine in 1995 for the

production of a game that would later become known as Unreal a first person shooter set in a medieval world with'
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