Amjad Althabteh

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Education_____

B.S in Computer Science	GPA: 3.65/4.00	**Wayne State University**	*Detroit*	***2026***

Experience_____

SWE Intern	***Immersalab Graphics***	*Ann Arbor, MI*	**Sep 2024 - Present**

• Architected a real-time rendering engine in **C++20 and OpenGL,focusing on GPU-driven rendering.**
• Robust internal UI and asset-authoring tools built on JSON-driven pipelines, greatly expanding the flexibility of content creation, accelerating iteration cycles for designers, and powering advanced **AI-assisted rendering features.**

Unreal, C++	***Indie Game AAA***	*Michigan*	**Jan 2025 - Aug 2025**

• Wrote gameplay systems using(**C++ 20** and **Visual Scripting**)**,** connecting animation states, environmental triggers, and narrative logic to create seamless transitions between cinematic moments.
• Created 3d environments and characters from scratch, rigging for animation, and enhanced each scene.
• Produced a 90+ second real-time cinematic using MetaHumans, Control Rig, and Sequencer designing the flow.
• Dynamic animation-control layer using **C++ and Animation Blueprints**, making smooth blending between locomotion, dialogue, and combat states across multiple cinematic scenes.

Software Development Intern	***Rare Munchies***	*Ann Arbor, MI*	***Sep 2023 - Apr 2024***

• Integrated UI components using **TypeScript**, improving page transitions and interaction flow to enhance user experience and interface polish.
• Reduced troubleshooting time by identifying recurring compatibility issues across browsers and setting up clearer team workflows, which improved efficiency and helped ensure the project launched on schedule.

Projects_____

Glint 3D – C++ Automated 3D Rendering Engine   GlintRender
- Rendering system build on **C++17/OpenGL rendering pipeline with dynamic GPU workload** and lighting optimization per frame
- Designed a cross-platform architecture with runtime scene analysis to maintain stable performance in complex scenes

Auto Edit Tool Maple Maple
- Automated video editing platform that removes silences, adds subtitles, detects highlights, enhances audio.
-Enables creators to achieve professional-grade edits in seconds, dramatically reducing manual editing workloads.

C++ Debugging / Stack Trace System (Traceforge)
- Developed a **C++ 20 debugging system** that performs automated stack-trace parsing.
- Implemented automated regression test generation and intelligent fix suggestions to reduce debugging time

Incident Management Ops
- Built a real-time incident management platform with **FastAPI + React**, supporting collaboration rooms, async workflows, and Prometheus metrics for production observability
- Developed an end-to-end monitoring pipeline with automated alert ingestion, severity classification.

Skill_____

• **Programming Languages**: C++, C, Python, TypeScript
• **Graphics & Engines:** OpenGL • Vulkan • Unreal Engine • Unity • • NX Design
• **Course Work**: Computer Graphics, Game Programming, Software Engineering, Operating Systems, Linear Algebra
• **Specialties:** Gameplay Systems, VR/AR Development, Simulation, Tools & Plugins, Technical Art