Ibrahim Ahmad

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EDUCATION

Indiana University   Indianapolis, IN
BS in Informatics, Minor in Game Design/Dev and Classical Studies, GPA: 3.76   *December 2023*
- 2024 Indiana University-Purdue University Top 100
- Dean's List: All semesters
- National Science Foundation: LiFT Scholar
- Vice President of Bridges International

Ivy Tech Community College   Indianapolis, IN
AAS in Software Development, GPA: 4.0   *May 2021*
- Dean's List: All semesters
- National Science Foundation: LiFT Scholar

SKILLS

Game Dev/Des: Gameplay Scripting, Level Design, AR, VR	**Web development:** JavaScript, PHP, HTML, CSS
Game Engine: Unity 3D, Unreal Engine 5, Godot	**Version control:** Git
Programming: C#, Python, C++, Java	**Media Production:** Scriptwriting, Video Editing

PROJECTS

Eternal Void: the Broken Realm
Developed an interactive 3D game in Unity using C# to implement core mechanics such as player movement, object interaction, and basic AI behaviors. Designed a modular framework allowing for dynamic scene management.

PROFESSIONAL EXPERIENCE

Ibby Studios   *Indianapolis, IN*
Game Developer/Producer   *August 2023 – Present*
- Utilized Unity to design game mechanics, boosting player engagement by 40% and enhancing immersion
- Proficient in crafting game narratives, currently contributing to the development of Eternal Void: the Broken Realm, and one private project with a focus on enriching the player experience
- Led a team of 4 in developing a 2D Souls-like game, achieving a 50% increase in user engagement
- Organized and led training sessions on Unity best practices to improve the development team's skills and efficiency
- Developed an advanced character animation system that cut production time by 20%, accelerating content rollouts
- Enhanced rendering pipelines and implemented level-of-detail systems for mobile platforms, reducing memory usage by 40% while maintaining 60 FPS on mid-range devices

Indiana University   *Indianapolis, IN*
Research Assistant (With Game Dev Prof. Travis Faas)   *August – December 2023*
- Conducted research on game demographics and statistics to refine gameplay and tailor it to the target audience
- Designed and implemented core game elements, including scripting, and interface, boosting user experience by 15%
- Utilized Unity 3D and C# for game prototyping, creating over 15 functional models to optimize gameplay mechanics
- Contributed to brainstorming sessions, enhancing game design concepts during prototyping process
- Collaborated with the development team to integrate feedback and innovate game design

Game Developer (With MURI (Multidisciplinary University Research Institute) at IUPUI)   *May – August 2023*
- Designing and developing visually appealing and immersive maps for in-game environments using Unreal Engine
- Developed game mechanics that improved gameplay quality by 20%, enhancing overall player satisfaction.
- Participated in weekly brainstorming sessions, contributing ideas that led to a 25% improvement in overall game design and player engagement

Teaching Assistant (With Game Dev Prof. Travis Faas)   *January 2022 – May 2023*
- Taught weekly lab sessions, mentoring students in designing, testing, and debugging programs, resulting in a 30% grade improvement in their coding proficiency and understanding of core programming principles
- Graded 99% student assignments and projects, maintaining high academic standards and accuracy
- Provided support in answering students' questions, enabling the teacher to complete 95% of lesson plans on time
- Built strong relationships with students by providing proactive academic and behavioral support

Everest Master, Inc.   *Miami Beach, FL*
Unity Developer Internship   *November 2020 – January 2021*
- Rectified errors in the classroom such as lighting, 3D models, and scripts, ensuring optimal functionality
- Developed a new lobby space to meet specified criteria, combining aesthetic appeal with practical considerations

PROFESSIONAL CERTIFICATIONS

Unreal Engine 4 Blueprints - The Ultimate Developer Course: Stephen Ulibarri – Udemy	December 2024
Node.js, Express, MongoDB & More: The Complete Bootcam: Jonas Schmedtmann – Udemy	August 2023
The Agile Framework Series | Scrum Jumpstart: Scrum.org	August 2020
S.O.S. Challenge: TechPoint	July 2020
The Complete 2020 Web Development Bootcamp: Dr. Angela Yu, Developer and Lead Instructor - Udemy	July 2020
Unity Game Development Build 2D & 3D Games: Mark Wahlbeck, Devslopes by Nathan Sevedge – Udemy	May 2020

LANGUAGES

English: IRL 5 (Native/Bilingual)   **Arabic:** IRL 5 (Native/Bilingual)