

Ibrahim AlAntary

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EDUCATION

Indiana University <i>BS in Informatics, Minor in Game Design/Dev and Classical Studies, GPA: 3.76</i> • 2024 Indiana University-Purdue University Top 100 • Dean's List: All semesters	Indianapolis, IN December 2023 • National Science Foundation: LiFT Scholar • Vice President of Bridges International
Ivy Tech Community College <i>AAS in Software Development, GPA: 4.0</i> • Dean's List: All semesters	Indianapolis, IN May 2021 • National Science Foundation: LiFT Scholar

SKILLS

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

Ibby Studios <i>Game Developer/Producer</i> • 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 an Untitled 2D Game 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	Indianapolis, IN August 2023 – Present
Indiana University <i>Research Assistant (With Game Dev Prof. Travis Faas)</i> • 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	Indianapolis, IN August – December 2023
Game Developer (With MURI (Multidisciplinary University Research Institute) at IUPUI) • 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	May – August 2023
Teaching Assistant (With Game Dev Prof. Travis Faas) • 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	January 2022 – May 2023
Everest Master, Inc. <i>Unity Developer Internship</i> • 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	Miami Beach, FL November 2020 – January 2021

PROJECTS

Untitled 2D Game Led a team of four in developing an untitled 2D Souls-like game, taking charge of design and project coordination. Together, we crafted a compelling story, completed key art assets, and implemented most core mechanics, including combat, exploration, and progression systems. The project showcases teamwork and dedication to creating a challenging and immersive player experience.
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Eternal Void: the Broken Realm

Developed a playable 3D game demo using Unity as the foundation for a full-scale game. The demo includes responsive player movement, immersive object interaction, and basic AI behaviors, all implemented in C#. Designed a modular framework for dynamic scene management and scalability, paving the way for a comprehensive and engaging final game.

PROFESSIONAL CERTIFICATIONS

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

LANGUAGES

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