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*
- Dean's List: All semesters
- 2024 Indiana University-Purdue University Top 100
- 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

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 and implement game mechanics, achieving a 40% increase in player engagement and enhancing overall 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

Indiana University   *Indianapolis, IN*
Research Assistant   *August – December 2023*
- Utilized Unity 3D and C# for game prototyping, creating over 15 functional models to optimize gameplay mechanics.
- Engaged in brainstorming sessions, contributing to the enhancement of game design concepts throughout the prototyping process
- Collaborated with the development team to integrate feedback and innovate game design

Game Developer   *May – August 2023*
- Designing and developing visually appealing and immersive maps for in-game environments using Unreal Engine
- Participated in weekly brainstorming sessions, contributing ideas that led to a 25% improvement in overall game design and player engagement

Teaching Assistant   *January 2022 – May 2023*
- Taught weekly lab sessions, mentoring students in designing, testing, and debugging programs, resulting in a 30% improvement in their coding proficiency and understanding of core programming principles
- Graded student assignments and projects, maintaining high academic standards and accuracy

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

SKILLS

Game Dev/Design: Unity 3D, Unreal Engine 5, Godot
Programming: Python, C#, C++, Java
Web development: JavaScript, PHP, HTML, CSS
Version control: Git