Ibrahim AlAntary

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EDUCATION

Indiana University Indianapolis, IN

MS in Human-Computer Interaction, GPA: 3.9 *Expected Graduation Date: May 2027*

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
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

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 an Untitled 2D Game with a focus on enriching the player experience
- 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

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

Game Developer (With MURI 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 brainstorming sessions, 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

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

PROJECTS

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.