

Ibrahim Ahmad

(317)-746-8033 | i.ahmad2000@icloud.com | linkedin.com/in/iamibby | github.com/IamIbrahimAhmad | iamibby.itch.io

EDUCATION

Indiana University <i>BS in Informatics, Minor in Game Design/Dev and Classical Studies, GPA: 3.76</i> <ul style="list-style-type: none">Dean's List: All semesters2024 Indiana University-Purdue University Top 100National Science Foundation: LiFT ScholarVice President of Bridges International	Indianapolis, IN December 2023
Ivy Tech Community College <i>AAS in Software Development, GPA: 4.0</i> <ul style="list-style-type: none">Dean's List: All semestersNational Science Foundation: LiFT Scholar	Indianapolis, IN May 2021

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 Game Developer/Producer <ul style="list-style-type: none">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	Indianapolis, IN August 2023 – Present
Indiana University Research Assistant <ul style="list-style-type: none">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 processCollaborated with the development team to integrate feedback and innovate game design	Indianapolis, IN August – December 2023
Game Developer <ul style="list-style-type: none">Designing and developing visually appealing and immersive maps for in-game environments using Unreal EngineParticipated in weekly brainstorming sessions, contributing ideas that led to a 25% improvement in overall game design and player engagement	May – August 2023
Teaching Assistant <ul style="list-style-type: none">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 principlesGraded student assignments and projects, maintaining high academic standards and accuracy	January 2022 – May 2023
Everest Master, Inc. Unity Developer Internship <ul style="list-style-type: none">Rectified errors in the classroom such as lighting, 3D models, and scripts, ensuring optimal functionalityDeveloped a new lobby space to meet specified criteria, combining aesthetic appeal with practical considerations	Miami Beach, FL November 2020 – January 2021

SKILLS

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