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
UX/HCI Design: Figma, User Research, Prototyping
Leadership: Team Leadership, Agile/Scrum, Planning
Media Production: Scriptwriting, Video Editing

PROFESSIONAL EXPERIENCE

Ibby Studios   *Indianapolis, IN*
Indie Studio Founder & UX/Game Systems Designer   *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 / UX Prototyper   *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

Technical Game Designer   *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   *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.

PROFESSIONAL CERTIFICATIONS

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

LANGUAGES

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