

# Ibrahim AlAntary

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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

- 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
- 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

### 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 (Multidisciplinary University Research Institute) 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 weekly brainstorming sessions, contributing ideas 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

### 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.

## 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

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

## LANGUAGES

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

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