

SABINE ALIEV

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PROJECTS

HYPERFIST

Redmond, WA

Fourth Year Student Project, UI/UX Engineer and Designer

09/2025-current

- A comic-styled, first-person melee action game focused on punching and hand-to-hand combat.
- Utilized the Unreal Game Engine
- Serving as UI/UX engineer and designer, mainly worked with the Unreal widget systems

Midnight Delivery

Redmond, WA

Third-Year Student Project, Game Play Engineer

09/2024 - 05/2025

- Cozy game where one collected ingredients to craft and deliver potions to villagers
- Utilized the Unreal Game Engine
- Served as game play programmer, mainly worked with the Unreal widget systems

Toxie Plant

Redmond, WA

Second-Year Student Project, Game Play and Graphics Engineer

09/2023 - 05/2024

- A tower defense game programmed in a custom C++ game engine
- Led as technical lead, responsible for game-play and graphics programming

Train Wreck

Redmond, WA

First-Year Student Project

01/2023 - 05/2023

- A 1-2 player rhythm game developed utilizing the DigiPen Graphics Library in C

When The Wind Blows Death

Redmond, WA

First-Year Student Project

09/2022 - 12/2022

- A Point and Click game developed using the DigiPen CProcessing Library in C

EDUCATION

Digipen Institute of Technology

Redmond, WA

Computer Science and Game Design, B.S.

08/2022 - Present

School of the Art Institute of Chicago

Chicago, IL

Continuing Studies/Special Programs

06/2020 - 07/2020 06/2021 - 07/2021

EXPERIENCE

Digipen Institute of Technology

Redmond, WA

Student TA- CS-100 Computer Environment

09/2025-12/12/25

- Teaching assistant for the computer environment class, helping students and grading assignments

Digipen Institute of Technology

Redmond, WA

Student TA- CS-115 Intro to Game Design

09/2025-12/12/25

- Teaching assistant for the intro to game design class, helping students and grading assignments

Digipen Institute of Technology

Redmond, WA

Student TA- Korean Consortium Intensive Game Course

07/2024 - 07/2024

- Assisted Korean international students in a week-long intensive course, guiding them through designing and developing a complete board game

Mathnasium - The Math Learning Center

Winnetka, IL

Instructor

03/2020 - 06/2022

- Provided math tutoring to students ranging from preschool to 8th grade, supporting them with homework and specialized Mathnasium workbooks.

TECHNICAL SKILLS

- Proficient in C, C++, C#
- Experience with Unity and Unreal
- Game Development
- Computer Graphics /OpenGL
- Communication and Leadership skills

LANGUAGES

- * English- Native
- * Russian - Conversational/Native