Jibran Syed
Software Developer

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About

I am a recent graduate seeking opportunities to grow as a developer and help solve problems in mobile, interactive media, or game technology. Eager to learn and intrigued by where software will go next.

Experience

VOLUNTARY PART-TIME REMOTE UNITY DEVELOPER — LIMBICNATION
October 2014 - March 2016
Used Unity's audio output to manipulate various elements in a scene with various scripts (like light intensity, material color, object position, prefab swapping, texture swapping, mesh deformation, wireframe toggle, field of view, etc.). Made various scripts to trigger events on certain sound frequencies.

PART-TIME UNITY PROGRAMMER — SPHERICAL COW GAMES
June 2014 - February 2017
Working on data and serialization for use with roleplaying games according to spec.

WEB APP DEVELOPER CONTRACTOR — THE MX GROUP
February 2014 - March 2014
Mostly performed maintenance programming on a client web project.

Select College Courses

OPTIMIZED C++
Learned code and memory optimizations in C++.

GAME ARCHITECTURE
Made space invaders with design patterns.

ANDROID DEVELOPMENT
Learned Android API and IDE; made a simple app.

STUDY ABROAD — SHANGHAI & BEIJING
Visited cultural sites and software companies to learn about collaboration and outsourcing.

Education

MS IN GAME PROGRAMMING
DePaul University, Chicago IL
November 2016 — 3.8 GPA

BS IN GAME DEVELOPMENT
DePaul University, Chicago IL
June 2013 — 3.8 GPA

Skills

C++, C#, C, Java, Visual Studios, Xcode, Android Studio, Unity3D, Perforce, SVN, Git, Github, Markdown, Jekyll, OpenGL, GLSL, Windows, macOS, Ubuntu

Featured Projects

CAELIUM ALPHA — DIGITAL ORRERY SANDBOX
jisyed.github.io/projects/caelium-alpha/
Made with C# and Unity3D

PROCEDUTEX — PROCEDURAL TEXTURE LIB
jisyed.github.io/projects/procedutex/
Made with C++, OpenGL, and Visual Studios

SEA2D — 2D SPRITE ENGINE FOR MACOS
jisyed.github.io/projects/sea2d/
Made with C++, OpenGL, YAML, and Xcode

LGE — 3D GRAPHICS ENGINE FOR WINDOWS
jisyed.github.io/projects/lge/
Made with C++, OpenGL, YAML, and Visual Studios

XBOXCTRLRINPUT — INPUT LIB FOR UNITY3D
jisyed.github.io/projects/xboxctrlrinput/
Made with C#, XInput.NET, and Unity3D

Interests

Art, Design, Games, Photography, Linguistics, Technology, Lyric-free Music, Travel, Theology, East Asian Cultures