

# BADE HABIB

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in [linkedin.com/in/badehabib/](https://www.linkedin.com/in/badehabib/) GitHub [github.com/JungDefiant](https://github.com/JungDefiant) 📍 Seattle, WA

## SUMMARY

Tenacious and enthusiastic Unity engineer and Navy veteran who constantly seeks to broaden his skill set. Highly experienced with gameplay, UI, network, and tools programming in Unity. I'm pursuing a job where I can put my experience and passion towards a company that emphasizes meaningful work and the power of people.

## SKILLS

- **Languages:** C#, JavaScript, C++, Java, UE4 Blueprints
- **Packages:** ShaderGraph, Cinemachine, 2d Animation, 2d Spriteshape, Universal RP, PlayMaker, Photon PUN, A\* Pathfinding Project
- **Frameworks:** Unity 3d, UE4, NodeJS, ExpressJS, ASP.NET, Entity Framework Core, Spring
- **Libraries:** WebRTC, Newtonsoft, Xamarin
- **Testing:** TestRunner, xUnit, JUnit, Jest
- **Additional:** Slack, Agile, AWS EC2, AWS S3, VS Code, VS 2019, VS 2017, IntelliJ Idea, Android Studio, XCode

## EXPERIENCE

### **Code Headquarters LLC - Software Engineer (Contract)**

**Seattle, WA 2021**

- Innovated how streamers controlled scenes in a virtual stream environment by developing a StreamDeck plugin that sends commands to the UE4 engine.
- Invented a new webapp powered by AWS, UE4, and WebRTC that allows real-time control over an ongoing stream by producers and moderators, with no input needed by the streamer.

### **Code Fellows - Teaching Assistant**

**Seattle, WA 2020 - 2021**

- Independently taught a course on Unity and network programming to students. resulting in the students creating a successful multiplayer platformer game within a week.
- Inspired 50+ students to go above and beyond with their learning by translating abstract concepts into simple explanations and demonstrating programming concepts for Javascript, C#, Java, and Lua.

### **Uforia Games - Rapid Prototyping Developer (Contract)**

**Seattle, WA 2018 - 2019**

- Rapidly prototyped and published 3 games within a span of 2 months to the iOS App Store and Google Play.
- Integrated various plugins through Unity 3d and C# for analytics and push notification services, including Firebase and Gameworx, to improve customer feedback and company decisions.

## PROJECTS

### **Warlock ([github.com/Team-Americano/WarlockTCPServer](https://github.com/Team-Americano/WarlockTCPServer))**

**Seattle, WA 2020**

- Led development of online multiplayer card game where the player summon creatures to fight their opponent in turn-based battles, similar to the auto-chess genre.
- Collaborated with a small team using a combination of C#, Unity, ASP.NET, Azure VM, Visual Studio 2019, Github, Newtonsoft, and TCP/IP socket programming.

## EDUCATION

### **Code Fellows**

**Seattle, WA 2020**

Certificate, Advanced Software Development in ASP.NET Core

### **Seattle Central College**

**Seattle, WA 2020**

Associate's Of Arts, with a focus in Psychology and Computer Science.

## MILITARY

### **United States Navy - Information Systems Technician (Honorable Discharge)**

**Norfolk, VA 2018**