Ismail Obaid

Software Engineer | Game Developer

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Objective

To apply my programming knowledge on an ever expanding software group oriented project.

DigiPen Projects

A.I. Programmer

BattleBlitz—Team Moei (Team of 6)   Jan 2016—Current
- Implemented ranged and melee behaviors through C++ and blueprint

Technical Lead

Spooky Cave—Team Studio 300 (Team of 5-9)   Sept 2014—Apr 2015
- Implemented component based engine architecture in C++ that can be easily expanded upon and used by the team
- Implemented parser for objects to prevent rebuilding of the project
- Implemented user interface for menus and HUD
- Managed technical team for current and future tasks
- Implemented various gameplay elements

Gameplay Programmer

Everything Explodes - PQM (Team of 3)   Sept 2013—Jan 2014
- Designed and implemented 2D grid levels
- Implemented player controller, environment hazards, dynamic platforms

Gameplay Programmer   Jan 2013—May 2014

Shift - Dimn Solutions (Team of 4)
- Designed and implemented bullet hell bosses
- Implemented user interface for menus and HUD.
- Implemented particle system

Education

DigiPen Institute of Technology (Redmond, WA)   April 2016 (expected)
Bachelor of Computer Science in Real Time Interactive Simulation
- Worked on 6 student projects (Quantic Cheese, Shift, Everything Explodes, Spooky Cave, Sensa, BattleBlitz) in teams of 3-8 people
- Minor in Mathematics

Technical Skills

- Engine Architecture
- Artificial Intelligence Programming
- Microsoft Visual Studio
- Mercurial
- TortoiseHG
- Unreal Engine 4 (Familiar)
- UI Programming (Familiar)
- Network Programming (Familiar)

Languages

- C
- C++
- C# (Familiar)

Skills

- Office Suite
- Team Player
- Passionate for games
- Self motivated