

Ismail Obaid

ismail@iobaid.me

Software Engineer | Game Developer

www.linkedin.com/in/iobaid

Objective

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

DigiPen Projects

A.I. Programmer [Unreal Engine 4]

BattleBlitz - Team Moei (Team of 8)

Jan 2016—Apr 2016

- Implemented core A.I. behaviors with C++/Blueprints with usage of UE4's blackboard and behavior trees

Technical Lead [Custom C++ 3D Engine]

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 [Custom C++ 2D Engine]

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 [Custom C 2D Engine]

Shift - Dimn Solutions (Team of 4)

Jan 2013—May 2014

- Designed and implemented bullet hell bosses
- Implemented user interface for menus and HUD
- Implemented particle system

Education

DigiPen Institute of Technology (Redmond, WA)

Apr 2016

Bachelor of Computer Science in Real Time Interactive Simulation

- Minor in Mathematics
- Worked on 6 student projects (Quantic Cheese, Shift, Everything Explodes, Spooky Cave, Sensa, BattleBlitz) in teams of 3-9 people

Technical Skills

- Engine Architecture
- Gameplay Programming
- Game A.I. Programming
- Network Programming
- UI Programming (Familiar)

Languages

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

Tools/Compilers

- Microsoft Visual Studio
- GCC/G++
- Mercurial
- TortoiseHG
- Git/GitHub
- Unreal Engine 4

Skills

- 3D Math
- Microsoft Office
- Team Player
- Passionate for games
- Self motivated