IMAN FAYEK

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I'm a game developer who loves creating interactive, expressive experiences and thrives on challenges that require and inspire creativity!

SKILLS

Game Design:
Rapid Prototyping, Level Design, Playtesting, Spreadsheets, Game Feel

Game Engines:
Unity, Unreal Engine 4

Adobe Creative Cloud:
Photoshop, Illustrator, Premiere Pro, After Effects, InDesign

Project Management:
Agile/Scrum, Jira, Trello

Programming:
C++, C#

Game Art:
2D, 3D

Other:
Teamwork, Communication, Creative Thinking, Organization

WORK EXPERIENCE

Independent/Freelance   Unity
Game Developer   *2016 - 2018*
- Design and refine systems and mechanics to reflect desired game feel
- Create 2D and 3D art assets as needed
- Create map layouts using principles of architecture and flow, build levels, and script required events

Girls Make Games   Mountain View, CA
Lead Unity Instructor, Counselor   *2018*
- Lead interactive modules on Unity to ~20 campers, solving technical issues as they arose
- Secured industry experts and professionals as guest speakers
- Mentored a team of four in the process of game development, from initial concept to publishing
- Recognized as a Star Camp Counselor

Instructor   *2018*
- Taught ~50 girls, between grades 5 – 8, how to develop a game in Stencyl and how to create game-ready pixel art

OTHER

Girls Make Games   San Mateo, CA
MakerFaire Volunteer   *2018*
- Helped recruit volunteers for the Girls Make Games booth and represented the company throughout the weekend, answering questions and meeting with prospective campers

UCSC Games & Playable Media   Santa Clara, CA
Judge, Mentor   *2018*
- Served as an industry judge during Greenlight and Vertical Slice pitches for students in the Master's program
- Offered guidance and support to one of the teams that successfully made it through Greenlight & Vertical Slice presentations

EDUCATION

UC Santa Cruz   Santa Clara, CA
M.S. Games & Playable Media   *September 2016 - August 2017*

Stanford University   Stanford, CA
B.S. Environmental Engineering   *September 2009 - June 2013*