IMAN FAYEK

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EXPERIENCE

Founder

Sunbloom Media Arts Center (Nonprofit)

Oct 2022 - Present

- Recruit and manage Board of Directors and volunteers, develop and maintain relationships with partner organizations and sponsors
- Responsible for all legal filings and administrative procedures, ensuring the organization remains in good standing as a California nonprofit
- Develop programs based on mission statement, create detailed plans, estimates, and timelines, acquire funding and support, and execute campaigns

Project Manager

Girls Make Games Scholarship Fund (Nonprofit)

Nov 2022 – *Dec* 2022

- Organized team's tasks in ClickUp, communicating regularly to ensure forward momentum was maintained during critical holiday fundraising period
- Worked with Directors to develop 90-day roadmap for fundraising and communications, breaking the plan down into detailed steps and tasks, taking into account industry events

Level Designer

Bramble

June 2022 – *July* 2022

- Designed and built levels based on lead designer's specifications
- Cleaned up level files and fixed bugs

Software Engineer

Glu Mobile

Jan 2019 - Aug 2020

- Led team's prototyping efforts in Unity Engine and built initial code base and game's Vertical Slice in Unity and C#, collaborating with various disciplines to create a cohesive experience
- Worked closely with the team's Game Designer to design and create rapid prototypes of potential features, in both 2D and 3D, creating art and UI assets as needed
- Kept team meeting notes, conducted in-office playtesting sessions, and created game design documentation for prototypes

SKILLS

- **Project Management**: Agile/Scrum, Jira, Asana, Notion, ClickUp
- **Design:** Adobe Creative Suite, Figma, Documentation, Playtesting
- **Programming:** C#, C++ HTML, CSS, Git
- **Most Importantly:** Teamwork, communication, creative thinking, organization, collaboration, adaptability, attention to detail, learning new things!

EDUCATION

M.S. Games & Playable Media, University of California, Santa Cruz,

B.S. Environmental Engineering, Stanford University