IMAN FAYEK

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I'm a game designer and artist who enjoys dabbling in programming and sometimes music. I love creating interactive, expressive experiences and I thrive on challenges that require and inspire creativity!

SKILLS

Game Engines:
Unity, Unreal Engine 4

Programming:
C++, C#

Project Management:
SCRUM, Jira, Trello

3D Graphics:
Blender, Sculptris

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

Sound Design:
GarageBand, Reaper, Audacity

Web Design:
HTML, CSS, Bootstrap

GAMES

Independent/Freelance — Unity
Level Designer — *2018*
- Create and refine map layouts using principles of architecture and flow, while staying true to the game's aesthetic
- Program level structure and script events
- Build levels in unity, modeling temporary 3D assets as needed

Peace and Order VR — Unity
3D Character Modeler — *2018*
- Model, texture, and rig 3D models in Blender
- Create low-poly model from high resolution sculpt

Petals Adrift — Unity
Creative Director, Gameplay Programmer, Producer — *2016 - 2017*
- Pitched initial game concept to panel of industry professionals
- Lead and directed a team of 2 developers, 4 artists, & 2 sound designers
- Designed all systems in game, from game mechanics to puzzles
- Designed all levels, playtesting and refining them as necessary

Brosaurus Wrecks! VR — Unreal Engine 4 & HTC Vive
Producer, Development Director, Sound Designer — *2016 - 2017*
- Managed a team of 5 developers & 6 artists, using scrum methodology, with Jira and Trello as tools
- Kept team on task and game on schedule, maintaining a realistic scope
- Composed music for game using GarageBand

WORK EXPERIENCE

Lockheed Martin Space Systems Company — Santa Cruz, CA
Manufacturing Engineering Intern — *2014 - 2015*

Sage Camp — Fremont, CA
Front-End Developer/Graphic Designer — *2013 - 2014*

Stanford University Residential Education — Stanford, CA
Co-op House Manager — *2012 - 2013*

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*