IMAN FAYEK

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

SKILLS

Programming:
C++, C#, Python, Unreal Blueprints

Game Engines:
Unity, Unreal Engine 4

3D Graphics:
Blender, Sculptris

CAD:
Creo Parametric, SolidWorks

Project Management:
SCRUM, Jira, Trello

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

Sound Design:
Pro Tools, Reaper, Audacity, GarageBand

GAMES

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
- Developed code structure and programmed player movement & puzzles

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
- Conducted playtesting sessions and analyzed player data and feedback
- Composed music for game using GarageBand

WORK EXPERIENCE

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

- Created complex 3D parts, assemblies, and drawings for engineering teams across the country, working closely with engineers and technicians of varying disciplines
- Revised and prepared test procedures and reports for official release within company database, ensuring approval from all necessary parties in a timely manner
- Prepared fixtures and assemblies for testing, diagnosing difficulties and troubleshooting test equipment as needed

Stanford Human-Robot Interaction Lab — Stanford, CA
Research Assistant — *2013*

- Conducted research on implicit social cognition processes to optimize human-robot interactions
- Created video stimuli to invoke, record, and analyze study participants' reactions

EDUCATION

UC Santa Cruz — Santa Clara, CA
M.S. Games & Playable Media — *September 2016 - August 2017*
Recipient of Intel Fellowship

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