IMAN FAYEK (they/she)

www.imanfayek.com • hello@imanfayek.com

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

GAME DEV 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, Confluence, Trello

Programming:
C++, C#

Game Art:
2D, 3D

Other:
Teamwork, Communication, Creative Thinking, Organization

GAME DEV EXPERIENCE

Glu Mobile
Associate Software Engineer – Table & Taste   *2019 - 2020*

- As first non-Director, led team's prototyping efforts in Unity Engine
- Implemented UI features based on mockups
- Developed code structure and programmed game mechanics
- Designed and pitched mechanics that reflected desired game feel
- Adjusted and created 2D art assets as needed
- Designed and implemented table décor layouts (level design) based on spreadsheet specifications, creating documentation for the Content Team
- Helped write and edit in-game text
- Kept team meeting notes, including playtesting sessions

Girls Make Games
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

Workshop Instructor   *2018 - 2019*

- Traveled to Texas and Canada to teach workshops
- Taught ~50 girls, between grades 5 – 8, how to develop a game in Stencyl and how to create game-ready pixel art

OTHER EXPERIENCE

Clothing Designer
Knitwear and Crochet   *2020 - Present*

- Develop designs and write patterns for upcoming publications
- Create instructional videos

EDUCATION

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

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