

# YOUSIF ISMAEL

Game Developer | Unity

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📍 Beirut, Lebanon

## SUMMARY

With comprehensive hands-on experience in Unity game development with a track record in C# programming, I'm poised to contribute effectively to content creation. Notable is the efficiency in coding and bug-fixing and designing that increased engagement significantly and the implementation of an innovative character animation system, showcasing adeptness in problem-solving and technical expertise.

## EXPERIENCE

### Designer/Programmer (FireBreath)

#### Brunel University

📅 11/2024 - 12/2024    📍 England, United Kingdom

- Collaborated with a peer in order to design, develop, and construct a 3d modelled Augmented Reality game with complex mechanics and features.
- Spearheaded the coding and programming aspect of the game's functionality and interactivity in order to enhance player experience.
- Organized a diverse selection of assets and environmental dynamic objects that contribute towards the game's interactivity and player experience.

### Designer and Lead Programmer (Gossamer)

#### Octopus 8 Studios

📅 05/2024 - 07/2024    📍 England, United Kingdom

- Coding multiple main features that contribute towards the game's accessibility and interactivity.
- Promoting the project's engagement level by adding and maintaining features that further promote the engagement of players.
- Collaborated with peers to efficiently build up a game with complex functions and controls as well as environmental interactivity in order to prepare for publishing.
- Efficiently contributing towards the designing process of content creation in terms of complex mechanics and plot narratives as well as building story dialogue and scenes.
- Cooperated with my peers using scrum where we had new sprints every week with different tasks for each week.
- Attended daily scrum meetings and sprint retrospective on a consistent basis in order to increase efficiency and productivity.

## EDUCATION

### Bachelor of Arts in Game Design

#### Brunel University London

📅 09/2022 - 05/2025    📍 Uxbridge, England, United Kingdom

### Foundation in Humanities, Social Sciences and Education

#### Brunel Pathway College

📅 09/2021 - 04/2022    📍 Uxbridge, England, United Kingdom

### Economics and Sociology Baccalaureate

#### Adventist High School

📅 09/2019 - 06/2020    📍 Beirut, Lebanon

## PROJECTS

### BreachPoint

Multiplayer FPS game

### Cuisine Master VR

VR Cooking game

### FireBreath

3D Augmented Reality game

### Gossamer

2.5D strategic tower defense game that combines 2d and 3d assets

## SKILLS

Unity

Scrum

C#

Netcode for GameObjects

Python

Debugging

Game Design

GDD

Gameplay Scripting

Collaboration

## PORTFOLIO

<https://youssefsalem34.github.io/>

## LANGUAGES

Arabic

Native



English

Proficient



French

Beginner

