YOUSIF ISMAEL

Game Developer | Unity

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📍 United Kingdom

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.
- 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

LANGUAGES

Arabic
Native
●●●●●

English
Proficient
●●●●○

French
Beginner
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