



# IZZY ABDUS-SABUR

Systems Designer - Gameplay Programmer

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## DEVELOPMENT SKILLS

### Systems Design

- ◇ Rapid Prototyping
- ◇ Data Tracking/Analyzing
- ◇ Automated System Testing
- ◇ Designing for Modularity

### Technical Skills

- ◇ Engine Architecture
- ◇ System Flow Diagrams
- ◇ Code/API Abstraction
- ◇ Unit Testing

### Engines, API & Tools

- ◇ Unity (5 Years)
- ◇ Wwise & FMOD (3 Years)
- ◇ Blender (2 Years)
- ◇ Unreal Engine 4 (1 Year)

### Gameplay Programming

- ◇ Complex 3D Mathematics
- ◇ Parsing Playtesting Data
- ◇ Interdisciplinary Knowledge

### Audio Programming

- ◇ Gameplay Integration
- ◇ Tools Programming
- ◇ Digital Signal Processing

### Languages

- ◇ C# (5 Years)
- ◇ C/C++ (5 Years)
- ◇ Python/Lua (3 Years)

## PROJECTS



### Unity Gameplay Programmer - We Are Jake - very very spaceship

(Sept 2018 - Ongoing)

"The #1 MixPlay Game On Mixer!"

- ◇ Online multiplayer party game, utilizes Mixer's MixPlay tech to let stream viewers jump in and play immediately
- ◇ Initially brought on to support We Are Jake via bugfixing & developing new promotional gameplay content
- ◇ Prototyped the game mode that turned into King Of The Jakes, a standalone Jake spinoff game
- ◇ Constant iteration w/ quick feedback from teammates & regular playtesting on stream with viewers



### Technical Designer - Synthrally - Roseball Games

(May 2017 - July 2018)

Showcased at PAX East 2018 & Boston FIG 2018

- ◇ Started as a low-scope passion project that eventually turned into a product, commercially released in July 2018
- ◇ Organized PAX and Boston FIG showings, designed / printed merch, manned booths, ran PR / marketing
- ◇ Wrote custom physics system for fine control over collision resolution and complex 3D transformations
- ◇ Created custom shaders and particle effects for polished interactions between visuals and gameplay



### Creative Director - Among the Clouds - Triple Tech

(April 2015 - April 2016)

Showcased at DigiPen's PAX Prime 2016 Arcade Booth

- ◇ Asymmetric cat & mouse game, developed during my junior year at DigiPen with a team of 16 students
- ◇ Designed, built, and pitched 3 different Unity prototypes to team early in game development cycle
- ◇ Integrated Wwise into custom-made C++ / Lua engine, customized Lua implementation and interface for designers
- ◇ Managed team of 3 sound designers and team of 3 game designers while coordinating with art director

## EDUCATION/OTHER

Bachelor of Science - DigiPen Institute of Technology (BS in Engineering and Sound Design)

(Class of 2017)

Student Body President - DigiPen Student Senate (DigiPen Student Government)

(2015 - 2017)

Conference Associate - GDC 2015 (Game Developers Conference)

(2015)

### Achievements:

Platinum Winner - GDC 2016 Narrative Review Contest

(2016)

Session Speaker - IndieCade 2018

(2018)

### Hobbies:

◇ Reading books

◇ Drawing / writing comics

◇ Creating spreadsheets

◇ Making game prototypes

◇ Playing the bass / composing

◇ Cooking / baking