



IZZY ABDUS-SABUR

Gameplay Programmer - Tools Engineer

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DEVELOPMENT SKILLS

Gameplay Programming

- ◇ Complex 3D Mathematics
- ◇ AI/Graphics Programming
- ◇ Interdisciplinary Knowledge

Systems Design

- ◇ Rapid Prototyping
- ◇ Data Tracking/Analyzing
- ◇ Designing for Modularity

Technical Skills

- ◇ Code/API Abstraction
- ◇ Middleware Integration
- ◇ Performance Optimization

Tools Programming

- ◇ Editor Customization
- ◇ Robust Debugging Tools
- ◇ Custom Asset Pipeline

Engines, API & Tools

- ◇ Unity & Unreal Engine 5
- ◇ Wwise & FMOD
- ◇ Blender

Languages

- ◇ C#
- ◇ C/C++
- ◇ Python/Lua

PROJECTS



Senior Unity Programmer - Astral Golf Tour - Spite Furnace

(December 2024 - Ongoing)

"Roguelike Arcade Golf"

- ◇ Started as a hobby project with former co-workers, developed project enough to shop around to publishers
- ◇ Created runtime level generation tech for roguelike level modification, added custom editor tools for designer use
- ◇ Wrote custom golf ball physics and character modifier system to enable complex roguelike-style mechanics
- ◇ Established 3d character import pipeline & wrote custom shaders for character, prop, environment & VFX visuals



UE4 Engineer - Astroneer - System Era Softworks

(November 2020 - April 2023)

"Space Sandbox Adventure"

- ◇ Brought on to support future content updates / help backfill during a transition between major long term projects
- ◇ Learned a great deal about large-scale networked gameplay & sandbox gameplay system optimization / bugfixing
- ◇ Worked regularly with veteran designers and Q&A staff to rapidly prototype & refine new content for live game
- ◇ Helped ship the **Snails** and **Rails** updates, both of which were uniquely complex & each broke seasonal sales records



UE4 Engineer - VTM: Bloodlines 2 - Hardsuit Labs

(March 2019 - November 2020)

"Discover the World of Darkness"

- ◇ Hired with little to no UE4 knowledge whatsoever, spun up to be capable of handling complex tasks in 2 weeks
- ◇ Took ownership over custom dialog system & asset import tool from senior engineer, expanded feature set
- ◇ Refactored Player/AI combat system behaviour for ease of designer use & reduced source control conflicts
- ◇ Transitioned project to new audio engine late in project lifespan, created & owned entire NPC dialog chatter system



Unity Gameplay Programmer - Cerebrawl - Zero Dimension

(July 2019 - September 2020)

"For the FGC, By The FGC"

- ◇ 2v2 4-player tag-team fighting game, brought on to continue long-term hobbyist support (while working at HSL)
- ◇ Onboarded with no previous programmer support, slowly taught myself the engine's intricacies from scratch
- ◇ Massively improved internal tooling and testing features to speed up iteration time & bugfixing/triage
- ◇ Worked alongside design team to refine and improve gameplay experience through regular group playtests

EDUCATION/OTHER

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

(Class of 2017)

Hobbies:

- ◇ Cooking / baking
- ◇ Prototyping games

- ◇ Sketchin' / drawing comics
- ◇ Grinding fighting games

- ◇ 3D printing minis
- ◇ Being sneaky beaky like