

## HUSSEIN IBRAHIM: LEVEL & GAMEPLAY DESIGNER

Highly motivated and passionate level & gameplay designer with over four years of experience in Unity3D & Unreal Engine 4. Love working with smart and like-minded people. Thrive to always be productive, energetic and enjoy working as a team member as well as independently. Work efficiently under pressure and can solve problems on flow. Very positive and enthusiastic with my work around the team and accept criticism very well.

I'm looking for an internship starting September 2020.

### EXPERIENCE

#### Level Designer

*Exhibited*

2019 –

*Present*

For my senior project, I focused on taking the level designer role. I took a lot of heavy responsibilities for creating the overall horizontal slice level layout. Work is still in progress and my current tasks are create a building and gameplay pass with custom events that enhances player experience in a complete game loop.

#### Level Designer

*Unreal Tournament Map: FT-DeepEnd*

May –

*June 2019*

Worked on a challenging project where we had 7 weeks only to create a level as polished as official UT levels with a custom game mode. I was responsible for building a level whitebox, custom collision, playtesting & set dress 2 main areas.

#### Level & Gameplay Designer

*Potion, Pls*

Nov. 2018

My responsibilities for this project was to create a fun gameplay that fits a custom controller and a technical level design that is enjoyable and different in every game loop.

#### CO-Founder | Level & Gameplay Designer

*Sanity Illicit | Prism Break*

2015 –

*Present*

Worked on a game called "Prism Break" which won us 1st place at Imagine Cup Lebanon twice (2015 & 2016). We are now working with a team of 6 developers and planning to officially release it around summer 2020.

#### Antique & Carpet Trader

*Motifs Carpet & Beirut Auction*

2012 –

*2017*

After High School, I worked in my family business as a trader. We deal with old handmade carpets and antiques. I also organized auctions.

### EDUCATION

#### International Game Architecture & Design (BSc)

*Breda University of Applied Sciences*

2017 –

*Present*

Currently pursuing Bachelor of Science in International Game Architecture and Design. Expected graduation: July 2021.

### CONTACT INFORMATION

#### Email

husayin.Ibrahim@live.com

#### Portfolio

aslanibrahim.com

#### LinkedIn

linkedin.com/in/aslan-ibrahim

### SOFT SKILLS

- Team worker
- Very communicative
- Level building
- Content creation
- Ability to manage time
- Self learner
- Analytical
- Problem solver

### HARD SKILLS

- Unreal Engine 4
- Unity3D
- Construct 2
- Blender
- SketchUp
- Photoshop

### LANGUAGES

#### Arabic

Native

#### English

Advanced

### AWARDS

#### Imagine Cup 2015

1<sup>st</sup> place in Lebanon

#### Imagine Cup 2016

1<sup>st</sup> place in Lebanon