

Jibran Khan

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Objective: To obtain an internship as a technical designer in the video game industry.

Education

Carnegie Mellon University, *Entertainment Technology Center*, Pittsburgh, PA

May 2018

Master of Entertainment Technology

School of Informatics, *University of Edinburgh*, Edinburgh, Scotland

August 2009 - July 2013

Bachelors of Engineering in Artificial Intelligence & Software Engineering

Relevant Courses: Human-Computer Interaction, Computer Graphics

Skills

Programming Languages: Java SE, Objective C, C#, JavaScript, HTML, CSS

Software: Xcode, Eclipse, Hammer, Unity, Perforce, GameMaker, Excel, Word

Academic Projects

Programmer/Designer, *Building Virtual Worlds*, Entertainment Technology Center August - December 2016

- Worked in multidisciplinary teams over five rounds, building playable game prototypes in two weeks.
- Created [Seize The Sky](#) on Leap Motion and Oculus Rift, which involved successfully redesigning the game based on feedback.
- Designed [A Playroom](#), which involved gameplay analysis, and conducting play testing.

Plan Recognition in Risk, *Final Undergraduate Project*, University of Edinburgh October 2012 - May 2013

- A self proposed project requiring the analysis of the board game Risk after which I designed, and implemented a bayesian plan recognition agent for that game environment.
- Finalist in University College London's CREST BSc Final Year Computer Science Project Competition 2013.

Experience

IT Manager, *Olive VFM*, Bahrain

September 2015 - May 2016

- Enhanced office work flow with Rosmiman, a third party Enterprise Asset Management tool, in preparation for two government housing projects.

Software Engineer, *Red Stallion Gaming*, Bahrain

February 2014 - September 2015

- Worked as the lead front end mobile developer responsible for the design, implementation, and maintenance of Red Stallion Gamings iOS and Android platforms.

3D Modeller, *Mimar Architects*, Kuwait

August 2013 - February 2014

- Created models in Google Sketchup using professional AutoCAD drawings which were later presented to clients.

Activities

- Founded The University of Edinburgh's [Game Development Society](#) in September 2011.
- Maintain a website www.SomeGamez.com where I host my portfolio and blog.

Personal Projects

Character Designs

October 2013 - January 2014

- Crafted [three distinctive champions](#) on the League of Legends community design forums.

Multi

December 2013

- Built in Game Makers scripting language, [Multi](#) is a platformer game I designed and implemented.

Immunity

August 2013

- Developed at the *Scottish Global Game Jam*, Immunity came second place at the local level, being awarded best design by judges.