Jibran Khan

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Objective: To obtain a full time game design position.

Education
Carnegie Mellon University, *Entertainment Technology Center***,** Pittsburgh, PA   *May 2018*
Master of Entertainment Technology
Relevant Courses: Jesse Schell's Game Design, Chris Klug's RPG Writing Workshop
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

Game Design Experience/Academic Projects
Game Design Intern, *Schell Games***,** Pittsburgh   *January 2018 - Present*

Game Designer, *Steenrod School***,** Entertainment Technology Center   *August 2017 - December 2017*
  ● Led design initiatives in a team of six, working to build Trash Traders an experience pertaining to environmental sustainability for fourth and fifth graders.

Game Design Intern, *EA DICE***,** Los Angeles   *May 2017 - August 2017*
  ● Engaged in level design tasks such as paper mapping, map analysis, and playtesting for *Battlefield 1's In The Name of The Tsar DLC*.
  ● Created design centric documentation to augment the studios onboarding process.
  ● Made technical contributions using Frostbite to implement bug fixes for *Battlefield 1.*

Game Designer, *Colonial School***,** Entertainment Technology Center   *January 2017 - May 2017*
  ● Collaborated with a team of four to release Angle Jungle, an iPad game for 4th-6th graders about angles.
  ● Angle Jungle won a Gold Award from Serious Play 2017, a Jury Award at CHI Play for Student Game Design, and selected as a finalist at Carnegie Mellon's 50th Anniversary Student Exhibition.

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.
  ● Designed intuitive interactions in A Playroom, using gameplay analysis and playtesting.
  ● Programmed Seize The Sky, which involved successfully redesigning the game based on feedback.

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 Gaming's iOS and Android platforms.

Other Relevant Experience
  ● Volunteer at Pittsburgh's IGDA.   *Present*
  ● Programming Teaching Assistant for Building Virtual Worlds at Carnegie Mellon.   *February 2017*
  ● Founded The University of Edinburgh's Game Development Society.   *September 2011*

Skills
Programming Languages: Java SE, Objective C, C#, JavaScript, HTML, CSS
Software: Frostbite, Perforce, Xcode, Eclipse, Hammer, Unity, GameMaker
Platforms: HTC Vive, Oculus Rift, PS VR, Makey Makey, Jambo Drum, CAVE