

Jibril Abdulazeez

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Dublin, Ireland

SUMMARY

Gameplay programmer with a year of professional Unreal Engine experience as one of a small core team, shipping two releases of the same title (mobile, then a PC/Steam port) while owning feature implementation, production, and launch readiness. Strong Unity and C# background from thesis and game jam work.

EXPERIENCE

Associate Gameplay Programmer

Aug. 2025 – Present

Black Pug Studio

Dublin, Ireland

- Core developer on **NumWorlds** across two releases: worked on the Unreal mobile title during my internship, then drove the port to PC/Steam as the studio's primary developer on the transition.
- Introduced C++ to a codebase previously built entirely in Blueprints, establishing native systems for the PC release.
- Own core PC feature work end to end – Infinite Mode (HUD, pattern/band generation, dev tools), objectives HUD, radial menu, widget layering, and the widescreen pass over mobile-era panels.
- Led Steam launch readiness: launch-blocking bug triage, post-build QA passes, and the store review compliance package.
- Run day-to-day production: scoping and sequencing core tasks, syncing design to implementation each sprint, integrating art assets, mentoring interns, and supporting studio social media.
- Gameplay programmer on an unannounced Unreal title built on the **Gameplay Ability System**: character classes, damage system, enemy AI, combat feel, and multiplayer replication.

Application Development Intern

Feb. 2022 – Aug. 2022

Workday

Smithfield, Dublin

- Diagnosed and resolved critical production bugs in a large-scale enterprise application within an agile team.

TECHNICAL SKILLS

Languages: C++, C#, Blueprints (UE)

Engines & Frameworks: Unreal Engine, Unity (2D & 3D), Ren'Py

Tools & Software: Git, GitHub, Notion, Firebase, FMOD, Figma, Blender

Concepts: Gameplay Systems Design, Unreal GAS, UMG/UI, Steam Release & Compliance, Production Management, Mentoring

EDUCATION

MSc Creative Digital Media & UX | *TU Dublin Grangegorman – First Class Honours*

Sep. 2024 – Nov. 2025

BSc Computer Science with Software Development | *TU Dublin Tallaght*

Sep. 2019 – May 2023

PROJECTS & GAME JAMS

It Ain't That Deep (Thesis Project) | *Unity, C#, Figma, FMOD, UX Research*
jibbyie.itch.io/itaintthatdeep | github.com/Jibbyie/Dolphin-Simulator

May. 2025 – Nov. 2025

- Sole programmer on a 2.5D underwater exploration game with environmental storytelling, first-person combat, and dialogue-driven interaction.
- Built player controls, quest management, combat, and dynamic AI, iterating through UX playtesting.

Lasso Lass (GMTK Game Jam 2025) | *Unity, C#, FMOD*
jibbyie.itch.io/lassolass | github.com/Jibbyie/GMTK2025.GameJam

4 Days, Aug. 2025

- Lead programmer on a 6-person team, implementing every gameplay mechanic inside the 96-hour deadline.
- Built the core lasso mechanic solo, using adaptive input detection and geometric algorithms (line-intersection, point-in-polygon) to drive object capture.

COMMUNITY & INTERESTS

Speaker, Run for the Border | *National Game Dev Meetup, 200+ Irish developers*

Jun. 2025

Presented “Staying in Love With Game Dev” | [Personal Post](#) | [Event Post](#)

Interests | *Solo Game Development, Bodybuilding, Video Editing, 3D Modelling*