

ZAINAB FATIMA ALI

GAMEPLAY PROGRAMMER BASED IN GERMANY

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 [HTTPS://WWW.GAMEINVENTEDDEN.COM/](https://www.gameinventedden.com/)

SOFT SKILLS

LEADERSHIP

THINK CRITICALLY

COMMUNICATE

TECHNICAL SKILLS

C# UNITY ENGINE

JAVASCRIPT THREEJS

C++ UNREAL ENGINE

ABOUT ME

I AM A GAMEPLAY PROGRAMMER WITH AN EMPHASIS ON COLLABORATION WITH ART/DESIGN TEAM.

I HAVE PRIMARILY EXPERIENCE IN THE UNITY ENGINE, UTILISING C#. LOOKING TO SHIFT INTO THE UNREAL ENGINE WORKSPACE WITH C++. WILLING TO RELOCATE.

HOBBIES

PLAYING VIDEOGAMES TRAVELLING HORSE RIDING
DETECTIVE SERIES

EDUCATION

PGD IN ENTREPRENEURSHIP

ALLAMA IQBAL OPEN UNIVERSITY, ISLAMABAD, PAKISTAN
NOVEMBER 2022 - PRESENT

MSC IN COMPUTER GAMES TECHNOLOGY

UNIVERSITY OF ABERTAY, SCOTLAND, UK
2018 - 2019

BSC IN COMPUTER SCIENCES

MAZOOON COLLEGE, MUSCAT, OMAN
2015 - 2018

ADDITIONAL COURSES

UNITY MASTERY COURSE

JASON WEIMANN AT UNITY3D COLLEGE
2021 - PRESENT

UNREAL MASTERY COURSE

BEN TRISTEM IN COLLABORATION WITH EPIC GAMES
2022 - PRESENT

WORK EXPERIENCE

SYSTEMS MANAGER AND DEVELOPER

AHEAD AUTOMOTIVE GMBH

JANUARY 2024 - PRESENT

- BUILD AND MAINTAIN SECURITY SYSTEMS FOR THE INTERNAL NETWORK
- DEV OPS UTILISING GITHUB ACTIONS
- PROTOTYPE RESEARCH, DESIGN AND DEVELOPMENT UTILISING THE UNITY ENGINE AND C#

GAME DEVELOPER

ERGOFOX GMBH

OCTOBER 2022 - DECEMBER 2023

- UTILISING JAVASCRIPT
- RESEARCH AND DESIGN HYPER-CASUAL VIDEOGAMES
- PROGRAM MVP
- PRODUCE AND MAINTAIN FULL PRODUCT
- WORK WITH OUR IN-HOUSE BODY-TRACKING SOLUTION
- MAINTAIN AND DESIGN NEW LEVELS FOR EXISTING GAMES

GAMEPLAY PROGRAMMER ON SPACE CHEF

BLUE GOO GAMES

APRIL 2021

- DEVELOPING NEW GAMEPLAY FEATURES
- BUILDING LEVELS FOR THE GAME WORLD
- CLOSELY WORKING WITH DESIGNERS ON NEW CONCEPTS
- GAMEPLAY BUG FIXES
- DEVELOPING IN C#
- BUILDING IN THE UNITY ENGINE

LEAD PROGRAMMER

PROJECT DRUNKS (INDEPENDENT)

APRIL 2023

- 3D ISOMETRIC NARRATIVE DRIVEN PLATFORMER. BUILT WITH UNREAL ENGINE 5.
- UTILISING C++.
- DEVELOPING MAIN GAMEPLAY FUNCTIONALITY.
- COORDINATING WITH THE ARTISTS TO FIND A IMPLEMENTABLE USE CASE OF CONCEPTS.
- WORKING WITH DESIGNERS TO PLAN TOOLS REQUIRED FOR LEVEL BUILDING.

GLOBAL GAME JAM - 2023 (THEME - ROOTS)

ROOT OF ALL EVIL

JANUARY 2023

- 2D HACK AND SLASH. DEVELOPED IN UNITY ENGINE CODED IN C#.

GLOBAL GAME JAM - 2022 (THEME - DUALITY)

WHO IS GRANDMA

JANUARY 2022

- 2D PUZZLE GAME. MADE IN THE UNITY ENGINE. CODED IN C#.

MOBILE GAME DEVELOPER

GRAVITY BOII RUNNER (INDEPENDENT)

2020 (4 MONTH)

- 2D ENDLESS RUNNER PLATFORMER
- PUBLISHED ON THE GOOGLE PLAY STORE
- DEVELOPED IN C#
- BUILT IN THE UNITY ENGINE