

Zainab Fatima Ali

Gameplay Programmer | Based in Germany

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Work Experience

Software Developer | Ahead Automotive GmbH, Hamburg, Germany | January 2024 - Present

- Develop features across NestJS (TypeScript) backend and Angular frontend, learning full-stack architecture on production systems
- Built API integrations connecting 3 platforms (Ruby on Rails, NestJS, HubSpot), syncing 30,000+ records
- Set up PostgreSQL event tracking in Docker, migrating data from legacy Ruby application across 3 environments
- Self-taught systems administration managing Google Workspace, MDM tools, and company access systems
- Researched and configured Tableau dashboards for product analytics

Game Developer | Ergofox GmbH, Hamburg, Germany | October 2022 - December 2023

- Learned React and Three.js to build browser games integrated with proprietary webcam body-tracking system
- Designed 5+ levels for endless runner platformer, implementing UI and core gameplay mechanics
- Prototyped 2 additional game concepts from concept to playable demo

Gameplay Programmer | Blue Goo Games, Remote | April 2021 - January 2024

- Contributed to Unity C# codebase for Space Chef, navigating existing systems to add features
- Extended weapons system with 2 new weapon types matching existing architecture
- Implemented 3 game levels (space bar, planetary environment, cinematics) and NPC dialogue systems

Independent Mobile Game Developer | Self-Published | 2020 (4 months)

- Self-taught Unity/C# to build and publish Gravity Boii Runner on Google Play Store
- Implemented object pooling and OOP patterns, researched Android packaging and ad integration

Education

MSc in Computer Games Technology | University of Abertay, Scotland, UK | 2018 - 2019

Thesis: "Adaptive Behavior in Followers in The Elder Scrolls V: Skyrim"

Self-taught Creation Engine to build Skyrim mod with rule-based AI system for dynamic NPC behavior

BSc in Computer Sciences | Mazoon College, Oman | 2015 - 2018

Personal Projects

Lose-It Dreaming | Global Game Jam 2025 | January 2025

3D co-op (4-player) | Unreal Engine/Blueprints | Team of 7 | 3 days

Set up CI/CD pipeline (GitHub Actions), taught Git workflow to 6 artists, implemented controller input systems

Hooded Hooligans | Global Game Jam 2024 | January 2024

3D co-op platformer (3-player) | Unreal Engine/Blueprints | Team of 9 | 5 days

Managed version control for 9-person team, implemented 3-player couch co-op controller setup

Root of All Evil | Global Game Jam 2023 | January 2023

2D hack and slash | Unity/C# | Team of 5 | 5 days

Designed core combat mechanics, built main menu and gameplay loop, integrated 8+ audio tracks and animations

Who Is Grandma | Global Game Jam 2022 | January 2022

2D puzzle game | Unity/C# | Team of 5 | 5 days

Designed 5+ puzzle riddles, implemented full UI system, managed Git workflow for team

Skills

Languages: English (Fluent), Urdu (Native), Punjabi (Native)

Technologies: C#, Unity Engine, C++, Unreal Engine, TypeScript, Git, cross-discipline collaboration, NestJS, Angular, React, Three.js, Ruby on Rails, PostgreSQL, Docker, CI/CD (GitHub Actions)