



BISMA ZIA

Game Designer, UX Designer

PERSONAL PROFILE

I have working experience in different UX and Game Design projects. An IGDA Velocity 2020 awardee, my drive is to create games with a social impact and strong story elements, that can contribute to a positive change in society.

WORK EXPERIENCE

UX Designer

SWITCH COMMUNICATIONS JAN 2020 - PRESENT

- UX , UI , Branding
- WireFraming, Balsamiq, Photoshop, Figma

Internship -Web Developer

SERVICE EXCELLENCE DEPARTMENT MAY-AUG 2019
EDOTCO PK

- UI/UX
- Rapid Prototyping, System logic flows
- Web Development: PHP, Angular

Internship - Game Designer/Developer

PIXEL ART GAME ACADEMY NOV 2018-JAN 2019

- Unity 2D, TableTop Prototyping, Twine, GDD
- Designing and Developing a 2D Unity , Desktop game

PROJECTS

Innocent Criminal

Pixel Art Game Academy Collaboration Project

- Unity2D, C#, Animation, Rapid Prototyping, GDD
- Project Lead Designer and Developer

Terminus

FAST-NUCES Final Year Project

- Unity3D , C#, Android, GDD, Multiplayer Functionality

Ao Urdu Seekhen

FAST-NUCES UX Semester Project

- Invision, JustinMind, Prototyping
- Implementing UX principles of Empathize, Define, Ideate, Prototype and Testing.

AREAS OF EXPERTISE

- GDA - Game Design Document
- UX , Invision , JustinMind, Balsamiq, Figma
- Adobe Photoshop
- Unity , C#, Twine
- SQL Plus
- Andriod Studio , Java Script
- DreamWeaver, PHP
- MultiAgent Systems, Compiler Construction

ACADEMIC BACKGROUND

FAST University Islamabad

BACHELORS IN COMPUTER SCIENCE 2018

- Game Development [Unity, C#, GDD]
- User Experience Design [Rapid Prototyping, Invision]
- Head of Poetry Department at FAST Literary Society

Beaconhouse School System

A-LEVELS 2012

- Physics, Mathematics, Computing, English Literature
- Head of Community Service at Student Council
Beaconhouse

OPF Girls College Islamabad

O-LEVELS (SCIENCES) 2010

CERTIFICATIONS

- SCHOOL OF LEADERSHIP
TTYT (Teach the Young Trainer) SEPT-OCT 2019
YLC (Young Leader's Conference) JUL 2019

- PIXEL ART GAME ACADEMY
Video Game Development Oct 2018- Jan 2019
Game Design and Production Oct 2018 - Jan 2019

GET IN TOUCH WITH ME

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