

# Ali Hassan

Game Programmer and UX Engineer

📧 Email Me

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## Skills Statement

Sociable and skilled university student working towards a degree in game development/software engineering. Will take as much effort and time needed to understand and apply myself to any craft and position. Searching for an opportunity to utilize my experience and passion for computer systems and interactive media or to levy my skills as a leader and contributor. I hope to be an asset worth keeping.

## Skills

### Programming Languages

- C#
- C/C++
- Java
- Python
- Javascript/Typescript
- Pug/HTML
- SASS/CSS
- Markdown

### Software Development

- Unity (3D/2D/VR)
- Unreal Engine
- Godot
- Node.JS
- Angular
- Trello/JIRA
- Figma
- Git
- Methodologies (Scrum, Agile)
- XML Databases

### Languages

- English
- Spanish
- Hindi
- Arabic
- Urdu

## Experience

### M-Theory Group - Los Angeles, CA

#### Technical Intern

6/2023- 9/2023

- Configured hardware and firmware for healthcare and educational facilities.
- Managed and automated creation of thousands of tickets in Autotask.
- Collaborated with tech and clients on projects and technical support.
- Compared inventories to remove e-waste and missing components.

### UCI Video Game Dev. Club - Irvine, CA

#### Programmer, Game Designer, UI/UX

9/2022- Current

- Collaborated in game development using Unity and Unreal Engine and Git.
- Organized game design documents, technical documents, and UML diagrams.
- Communicated with multiple departments during weekly production meetings.
- Produced and published games onto itch.io.
- Implemented UI elements, combat systems, save systems, and settings in C#.

### Community Event Organizer - Culver City, CA

#### Volunteer TTRPG Game Master and Designer

10/2017- Current

- Scheduled, hosted, and lead team based events with strict time management.
- Collaborated as team through problems and conflicts with creative tact.
- Created and supported real ongoing improvised narratives.
- Prepared game systems to manage players in a fast paced environment.

### School Technical Assistant - Culver City, CA

#### Volunteer Hardware and Software Maintenance

10/2017- 5/2019

- Organized and maintained over 100 computers for daily public use.
- Successfully resolved issues regarding technology and computer safety.
- Motivated and guided students in computer software and repairs.
- Expedited workflow through swift and efficient conflict resolution.

## Projects

### Neon Rhythm - Team Lead

- Rhythm game written in C# in Unity for capstone project.
- Set up animation and spacing for arrows to align with beat of the song.
- Collaborated with Game Designers, Programmers, and UI/UX to align beatmaps.
- Lead QA tests for player feedback and applied findings to internal game systems.

### Spellbook - UX Engineer

- Typing game written in C# in Unity for UC Irvine's Video Game Development Club.
- Motivated players to learn how to type efficiently and quickly through urgency.
- Fast pace game utilizing a Strategy designed spell system to defeat enemies.
- Presents a UI to show player the spell they are typing and whether it is a valid input.

### Arcane Combat Online TCG - Game Designer

- Card game document written in Markdown as a personal project.
- Created an engine and template for making cards quickly for use in Tabletop Sim.
- Tested among card game newcomers and professionals to test designs.
- Prototyped playmat and organized game space in Figma.

### Dungeons and Dragons Homebrew - Solo Developer

- TTRPG supplements written in HTML/CSS as a personal project.
- Expanded D&D 5e's rules with customizable classes and subclasses.
- Improves both wargames and social games using rules with deep customization.
- Provided simple and organized documents that makes finding rules easy.

## Education

### UC Irvine - Irvine, CA

#### B.S. in Game Design and Interactive Media

9/2022- 4/2025

- Dean's Honours List

### West Los Angeles College - Culver City, CA

#### A.S.T. in Computer Science, Mathematics, and Physics

9/2019- 4/2022

- Cum laude
- Dean's Honours List