

# Moin! I'm Aliim Wanali.

## I develop human-centered applications for web, desktop and mobile.

### HCI-FOCUSED SOFTWARE DEVELOPER



PORTFOLIO  
[BUSUKBANGAK.DEV](https://busukbangak.dev)

#### CONTACT

✉ [aliim.wanali@gmail.com](mailto:aliim.wanali@gmail.com)

🏠 Hamburg, Germany

#### ABOUT ME

I'm an HCI-focused software developer who bridges technology and people. I design and build human-centered applications for web, desktop, and mobile, and I explore scientific research in human-computer interaction. I'm currently studying at HAW Hamburg, doing my master's degree in Time-Based Media.

#### EDUCATION

Apr 2024  
**Hamburg University of Applied Sciences**  
M. A., Time-Based Media / Sound - Vision - Games

Apr 2020 - Sep 2023  
**Universität zu Lübeck**  
M. Sc., Media Computer Science, Grade 1.5

Oct 2016 - Mar 2020  
**Universität zu Lübeck**  
B. Sc., Media Computer Science, Grade 2.8

#### IT-SKILLS

JavaScript	React	React Native	Jira	Git
HTML/CSS	TypeScript	Unity	Confluence	Slack
SASS/Tailwind	C#	Godot	QA Testing	GitLab

#### WORK EXPERIENCE

**ZusammenStromen GmbH**  
Quality Assurance | Apr 2025 - Mar 2026

- Conducted **manual usability, regression and compatibility testing** for a web app
- Reported and verified bugs via **Linear & GitLab**
- Designed and executed **test cases**
- **Collaborated with developers** to validate fixes
- **Enhance testing processes & documentation**

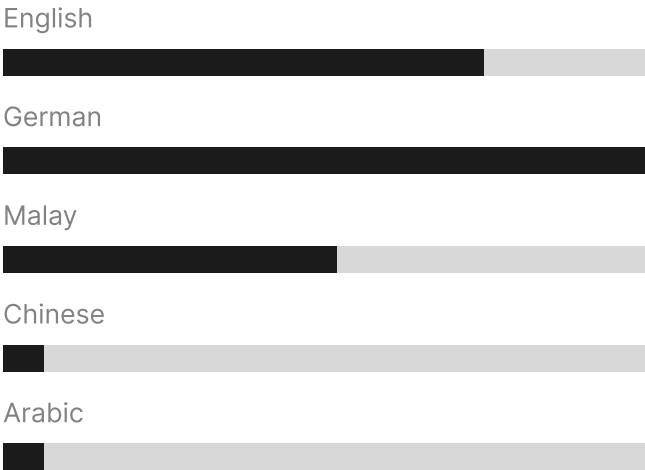
**Lessing Stadtteilschule Hamburg**  
Mobile App Developer | Feb 2022 - Jan 2025

- Developed a **mobile gamification app** for school children from scratch
- Served as **Frontend Lead**, responsible for **technical decisions** and **managing** frontend-backend collaboration
- Designed **UX/UI** using **Figma**
- Implemented features in **React Native**
- **Communicated with clients & stakeholders** to gather requirements and provide updates
- Conducted **testing & iterative improvements**

**Zockrates Labs UG**  
Game Developer Internship | Oct 2021 - Mar 2022

- **Programmed gameplay mechanics** in **Unity3D**
- **Integrated game assets** (audio & animations)
- **Designed enemy behaviors** for the game Ruffy and the Riverside

LANGUAGES



PERSONAL SKILLS

Reliable	Resilient
Communication	Empathic
Teamwork	Solution-focused
Organized	Proactive
Learning	Flexible

INTERESTS

Code	Design	Audio
HCI	Drawing	Piano
Games	3D Art	Singing
Research	Parkour	Guitar
Reading	Calisthenics	Foley

AWARDS

1/

Februar 2024

**Best Masterthesis**

Human-Animal Interaction in IVR

WORK EXPERIENCE

Pattern Recognition Company GmbH  
Frontend Web Developer | Apr 2019 - Sep 2021

- Developed the Excire Foto frontend using **Angular** and **Electron**
- Implemented **end-to-end**, **unit**, and **performance tests**
- Integrated third-party services such as **Google Drive** and **Dropbox**
- Delivered **UX/UI improvements** and additional features

OTHER EXPERIENCE

Autodidactic Education

- Languages
- 2D & 3D Art
- Music Production & Audio Design
- Video Editing

Volunteering

- Inspirer at Hacker School  
(Oct25 - Present)
- Fullstack Webdev Mentor at TechLabs  
(Jul 25 - Sep25)

REFERENCES

**Isabella Fey**  
Commissary didactic management (Lessing-Sts)  
+49 4042893240  
isabella.jadwiga.fey@lessing.hamburg

**Dr. phil. Patrick Ruckdeschel**  
CEO Zockrates Labs  
+49 91128586319  
zocklabs@gmail.com

**Dr. Thomas Käster**  
Chief executive ZKIL, Data Scientist  
& Project Manager (PRC)  
+49 45131015501  
kaester@inb.uni-luebeck.de