Hussaina Wardhawala
Product Manager

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Work

Game UX Designer | Centre For Digital Media
Sep '17 - Aug '18 | Vancouver, Canada

Op. Bastion & Falcon :
Game UX, Level, Narrative Designer, Project Manager/
Producer and Scrum Master for 3D Top Down Shooter
Co-op Games with Relic Entertainment and Blackbird
Interactive.

Traverse :
UX and UI Designer on Mixed Reality Projection Game
developed for Indoor Climbing and Bouldering Gyms.

Magma :
UX Designer for a 3D, Top Down, Single Player, Shooter,
Stealth Game.

User Experience Designer | Coditas Technologies
Jan '16 - May '17 | Pune, India

- Information Architect, UX / UI, Motion Graphics Design
for web and mobile based SaaS products.
- Experience with enterprise clients.
- Mentorship of Interns on Principles of UX Design and
working with Agile Methodologies.

Writer/ Journalist | Sakaal Times Newspaper
2015 | Pune, India

- Feature Writer for a renowned Four-Page Supplement.
- Conducted Interviews with prominent Bollywood
celebrities, established Rock and Indie Band stars and
artists in every field.
- Blogging for E-sakal, an Online Platform for Maharashtra's
most widely read Newspaper.

Skills

- Agile Project Management.
- Project Documentation, Research, and
Planning.
- Game UX, Level and Narrative Design.
- User Experience Research and Testing.
- User Interaction and Motion Design.
- Rapid Visual Prototyping.
- HTML/CSS, C++, C, C# Scripting on Unity3D
- Excellent Communicator and Graphic
Facilitator.

Achievements

- Second rank-holder in the Kingdom of
Bahrain, with a 95.4 percentile.
- Principle's honour list award
for 10th and 12th grades (95.4 percentile).
- 75% Scholarship for Bachelor's in
Computer Science and 20 % Scholarship for
Masters of Digital Media program.

Education

Master Of Digital Media | CDM | 2017 - 2019
| Vancouver, Canada

UX, Game Designer, Project Manager and
Scrum Master with a 3.85/5.0 GPA

Bachelor Of Technology | VIT | 2011 - 2015
| Pune, India