

ZAHRA FATIMA ISLAM MIAH

BSc Computer Games Programming (First Class)



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PERSONAL PROFILE

I am a passionate and dedicated individual with a strong interest in game design and programming. I persevere through challenging situations until I achieve the desired outcome and excel as a team player in collaborative environments.

My strong communication abilities allow me to foster productive work environments by leveraging everyone's strengths. I enjoy all parts of the creative process and continuously seek opportunities to learn and grow.

SKILLS

GAME DESIGN & DEVELOPMENT

- Unity (2D, 3D)
- Unreal Engine
- C#, C++, Unreal Blueprints
Design and implementing game mechanics
- Game Design Documents (GDDs)
- Asset and Art Creation: 3D Modelling and Animation (Maya, Blender)
- Multiplayer and Networking (Unity's networking system, Photon Pun2)
- Multiplatform Design (PC, Mobile, PS5)
- Basic cutscene design and application using Unity's Cutscene Manager.

EXPERIENCE

Work Experience

2023 - 2024 Teaching Assistant

Al Khair Secondary School

- Supported teaching of students by creating worksheets and documents
- Answering technical and other questions students may have during the lesson
- Participated and helped create lesson plans and schemes of work for the year

2022 Student Caller - Inspire the Future Campaign

Kingston University / October 2022 - May 2023

- My role was to contact alumni from the university and inform them of recent developments, encourage them to return and explain about the program of scholarships and bursaries offered. I also asked alumni to support these projects or get involvement in a volunteering capacity. During the call I had to convey a lot of complicated information in a short amount of time and do so in a way that is interesting to and engaging for alumni.
- During this time, I received GDPR and online safety training, and handled sensitive information.

2020 Undergraduate Mentor for Games Science and Games Programming Module

Kingston University / September 2020 - May 2021

- Answered questions from freshman students during lecture and workshop sessions.
- Organised and led supplementary revision sessions to support student learning.
- Created worksheets and practice questions for the students
- Taught undergraduate level programming during supplementary sessions.
- Languages taught during lessons include C++ and C#

BT Centre Work Experience (December 2016; October 2018)

- I participated in conversations and discussions with the marketing team and observed the practicality of weekly meetings.

PROGRAMMING LANGUAGES &

TOOLS

- HTML, CSS, JavaScript and Python
- Source Control (GitHub, Gitlab)
- Visual Studio (2019 – 2022)

PROJECT MANAGEMENT

- Experience in using both Agile/Scrum and Waterfall management methodologies.
- Experience in conducting usability tests, research and creating prototypes with an Agile workflow
- MS Project, Trello, Miro

SUITES & OTHER APPLICATIONS

- Microsoft applications (Word, Excel, PowerPoint, Access, Project)
- Knowledgeable in Adobe applications (Photoshop, XD)
- Customer relationship management software (VanillaSoft, Cisco)

HOBBIES & INTERESTS

- Crochet & knitting
- I have a passion for art and often draw in my free time – primarily animals
- Gaming
- Programming and working on personal projects
- Designing and modelling characters in 3D
- Participating in Game Jams

ACHIEVEMENTS

- Duke of Edinburgh - Bronze Award
- Bronze Crest Award
- Crest Discovery

Volunteering

Coder Dojo 2022 - 2023 Kingston University

- Mentored children aged 7-15 years old to develop games using the Unity game engine.
- Taught key programming skills to children
- Languages taught during these sessions include Python, C++ and C# with the Unity Engine.

Course Rep 2022 - 2023 Kingston University

- Acted as a representative for the Computer Games programming course and partook in meetings regarding student feedback.

EDUCATION

Kingston University: BSc Computer Games Programming (First Class) |September 2019 - 2024

- Achieved above average grades for a majority of modules during the course.

Notable Achievements:

- Successfully ported and programmed a game to the PS5 using the PS5 devkit.
- Led a team and programmed a mobile game for android devices with Agile workflow.
- Programmed working AI behaviour patterns for AI agent for Final Year Project. The agents in the final outcome were able to detect objects, change direction towards them, wander around the area, and flee.
- Programmed and designed a prototype of a story-based game with a cutscene with Waterfall workflow in a team environment. During this task I led a team of 4, where my main role was to design and model the characters as well as to produce the cutscenes. I also programmed the base mechanics.
- Created two working multiplayer games (including a chat system and customisation) for PC application.

Wallington Girls Sixth Form |2017 - 2019

A-Levels: Fine Art, Computer Science, Media Studies

Al-Khair Secondary Girls School |2012 - 2016

10 GCSEs including Maths, English and Science (Grades A-B)