

ZAINAB KHAN

GAME DESIGNER | [PORTFOLIO](#)

PROFILE

Seasoned designer experienced in setting vision for early gameplay, developing main quest system and passive features. Looking for an opportunity to specialise in systemic gameplay design, and designing NPC behaviour.

EXPERIENCE

Game Designer | Natural Motion, UK

July 2022 - Present, Unreleased Title

- **Owned feature development** from start to finish which includes design documentation, user stories, concept sketches, benchmarking, tool design and implementation.
- Experienced in designing the journey for **D0 - D7** of the game. This includes setting the **vision** for opening sequence, **pac-ing** of **feature unlocks** and **tutorials**.
- Designed and implemented **main quest system** to guide the player from early to mid game. Also designed **passive** gameplay features. Created playable prototypes in **figma**.
- Presented in multiple feature **reviews** to **stakeholders** and iterated where necessary.
- Organised **playtests** with entire project team to understand if design goals are met.
- Took lead in **unifying documentation** for a subset of tools.

Jr Game Designer | Natural Motion, UK

May 2020 - July 2022, CSR2

- **Designed** and **balanced** in-game events to introduce new cars. This was done via **unity** using in-house tools, along with a combination of editing **metadata** files.
- Assisted in the development of Elite Tuners, and upon handover, took **ownership** of the feature and worked on the **pac-ing, narrative and balancing** of individual events.
- Designed and Implemented the initial experience of **EV's** in the game.
- Crafted a format for **event documentation** on Confluence.

Game Design Intern | Adabisc, Qatar

Sep 2018, AR/VR Projects

- The studio specialised in creating **AR/VR** games set in a physical theme park. Helped create **pitches for short games**. Created **design documentation** for various features in flight.

Game Design Intern | Holy Cow Studios, India

June 2018 - August 2018, Various Mobile Games

- Designed **narrative** sequences, pitched new features suitable for idle tycoon games, created **concept sketches** and **prototyped levels** in Unity for a multiplayer game setup.

EDUCATION

MA in Games Development

Kingston University, London

Jan 2019 - Jan 2020

Foundation in Management and Games Design

Rubika Supinfogame, India

Sep 2015 - May 2018

OTHER EXPERIENCES

Inclusive Curriculum Consultant

Oct 2019 - April 2020, Kingston University

Implemented solutions to make teaching methods inclusive so students of various backgrounds can benefit and learn equally.

Charity Consultant

June - July 2019, Kingston University

Lead a team to craft solutions for employment problems faced by refugees in host countries.

SKILLS

Software Knowledge

Visual Scripting in Unity/Unreal, Adobe Creative Suite, Miro, Jira, Figma, Perforce/GitHub

Soft Skills

Critical thinking, Organised, Team Work, Adapting, Communication, Reliable, Independent

INTERESTS

Landscape Photography, Lego, Design Breakdown Blogs, Gaming (Action-RPG), Philosophy