



Khan-ali Ibrahim

UI/UX & Game Designer

Contact

contact@khan-ali.com

www.khan-ali.com

Twitter: [@KXI_System](https://twitter.com/KXI_System)

LinkedIn: [khan-ali-ibrahim](https://www.linkedin.com/in/khan-ali-ibrahim)

Profile

I'm a designer who has worked on games, apps, and more! I love learning about new tech, and have worked with many different amazing teams and clients in the past. I'm not afraid to challenge myself, and love to collaborate and share ideas.

Tools

- Unity & Unreal Engine
 - Adobe Suite - Photoshop
Illustrator, InDesign, XD
 - Git / Source Control
 - Jira & Confluence
 - Spreadsheets (Excel/G.Suite)
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Skills

- Game & UI/UX Design
 - Presentation
 - Communication
 - Written / Documentation
 - Team Collaboration
 - Leadership
 - Adaptable
 - Resourceful
 - Creativity
 - Agile Development
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Hobbies

- Gundam Model Building
- Video Game Emulation
- Origami and Sketching
- Adventure & Simulation Games

PROJECTS

Soulmate | One Yen Club - Capstone Project 2019 - 2020 - 8 mo.

Designed and programmed the UI/UX for a narrative driven indie game within 8 months, worked with artists and writers to build an experience to convey a unique and meaningful narrative. Presented current progress weekly to various industry professionals, and pitched the game regularly throughout its development.

CANSOFCOM Projects | Contract, Various 2019 - 2020 - 11 mo.

Collaborated with data scientists from the Canadian Special Operation Forces on various projects to solve their unique problems. Met regularly with clients to communicate updates and challenges on the project. Effectively presented and pitched designs to various scientists and generals regularly.

Worked with Machine Learning technology to present large and diverse datasets in a clean and effective manner, and used Unreal Engine to assist in ML training. Designed UI for various different platforms, and improved established UI/UX systems.

Lead and managed a team across the different projects to meet with client's growing expectations, and created in-depth documentation and designs to be used beyond my employment.

Wire We Doing This | Sprint Week Design Challenge 2018 - 1 wk.

Directed a team of designers to build a game with an alternate controller, facilitated brainstorming process and solved unique design challenges. Created a satisfying mech piloting experience.

EDUCATION

Honors Bachelor of Game Design | Sheridan College 2016 - 2020

Learned invaluable design and communication skills, and collaborated with many different teams on a variety of projects. Completed a semester long capstone project, and a game design thesis.

Participated in all school wide 6 bi-annual "Sprint Week" design challenges, tasked to complete a unique design challenge with a random team within 4 days.

Visual Creative Arts | Sheridan College 2015 - 2016