DANIAL ALI

Software Engineer / Game Developer

Portfolio - **danialali.dev**

07983608821

danial.ali028@gmail.com

Berkshire

SUMMARY

Graduate Computer Science student and aspiring Software Engineer with hands-on experience in software development, game systems, and collaborative engineering environments. Strong foundation in Java, Python, SQL, and Databases, with practical experience using Agile methodologies, GitHub, Unreal Engine, and AWS services. Proven ability to work across the full development lifecycle through leading and contributing to a large-scale, multi-year software project, coordinating cross-functional teams, and delivering technical solutions. Analytical, detail-oriented, and highly motivated to grow as a developer while contributing to real-world, production-quality software in a graduate or junior engineering role.

EDUCATION

Royal Holloway, University of London

Bachelor's Degree in Computer Science
2020 – 2025

The Westgate School

2013 – 2018

TECHNICAL SKILLS/SOFTWARE

- Java
- Python
- Basic JavaScript & TypeScript familiarity
- SQL Relational Databases & NoSQL (MariaDB, DynamoDB)
- Agile Development
- AWS (Lambda, GameLift, Cognito, DynamoDB)
- Version control (Git & GitHub)
- Understanding of HTML and CSS
- Maven
- Unreal Engine 5
- Microsoft Office (all, including Excel)

SOFT SKILLS

- Problem solving
- Excellent written/verbal communication
- Adaptable, can adjust to new conditions
- Leadership, not afraid to take charge but also to listen and follow instructions
- Curious and creative
- Efficient, able to prioritise tasks
- Meticulous, taking pride in being accurate, organised and paying attention to detail
- Customer service

WORK EXPERIENCE

Lead Developer (Remote)

Project Shinobi | 2019 - 2025

- Lead a team of 15+ Developers, Artists, Sound Engineers, Animators, managing development cycles between different teams
- Utilised GitHub and Agile development with sprints to regulate progress
- Developed gameplay algorithms through visual scripting to create player movement
- Worked with AWS GameLift to provide auto-scaling dedicated server solution for multiplayer support, as well as Cognito to provide user login and authentication (OAuth 2.0 based)

Project Manager/Administrator (Remote)

Project Shinobi | 2020 - 2021

- Utilised Microsoft Office, especially Excel, to manage recruitment and hire new developers
- Processed finances and basic bookkeeping
- Handled email correspondence and managing inbox
- Developed detailed project plan and timeline
- Coordinated and assigned tasks using project management software
- Ensured deliverables met quality standards
- Managed project budget, progress and performance
- Facilitated collaboration and communication amongst remote team members through virtual platforms

Sales Advisor

Citygate Automotive | 2024 - 2024

- Conducted outreach calls to invite customers to a dealership VIP event, effectively communicating details and benefits.
- Collaborated with team to ensure consistent messaging, boosting customer engagement and event attendance.
- Used CRM software to track customer responses and feedback, aiding event planning and follow-up.