

Katrin-Anna Zibuschka

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Profile

I'm a senior/lead programmer with a particular interest in technical narrative design. I have worked in professional games development for 7 years, building on a 15+ year foundation in programming, focussing on Unity and C#. My quick comprehension, open communication style and ability to understand and prioritise tasks not only make me an excellent and positive collaborator but also a supportive and organised leader.

I'm used to collaborating across borders and linguistic backgrounds, and for the past 4 years I've worked solely remotely, using tools such as: Git, Perforce, Notion, Confluence, Jira, Monday, Trello, Slack, MS Teams, and Discord. I am fluent in English and a native German speaker (Austrian).

My latest role saw me lead a team of 7 programmers during all stages of development, starting in pre-production, all the way to post-launch support (on both console and PC). I was particularly able to develop my skills in the area of technical narrative design as I was the technical lead on Ink/Unity integration, tools and technical narrative. I'm used to working to deadlines and keeping the team and project on track, all while supporting and coordinating with other departments.

Professional Experience in Games

Jul '20 - Mar '24

Lead Programmer and Technical Narrative Designer

Die Gute Fabrik ApS in Copenhagen, Denmark (remote)

Saltsea Chronicles Branching story-driven adventure game for PC and console
Leading a team of 7 programmers and supporting other departments
Narrative systems, tools and pipelines for writers and artists (Unity, C#, Ink)
System architecture, UI, tech art, story tech, QA, release management

Apr '20 - Jun '20

Game Programmer

Mi'pu'mi Games GmbH in Vienna, Austria (remote)

The Settlers Online Converting the game from Action Script to C# and Unity
Tile-based rendering and new UI system framework

Aug '17 - Jan '20

Intern, Game Programmer and QA

Die Gute Fabrik ApS in Copenhagen, Denmark

Mutazione Story-driven adventure game for PC, consoles and mobile in 17 languages
Implementing UI, input systems and PS4 features (Unity, C#, C++)
Project lead and developer for penpal DLC
Tools for artists in Unity and Adobe Animate (C#, JavaScript)

Education

2015 - 2019

BSc MultiMediaTechnology - Game Development & Mixed Reality

University of applied sciences in Salzburg, Austria

Technologies Unity, C#, C++, OpenGL, OpenCV, SQL, HTML, JavaScript, PHP
Adobe Photoshop, Autodesk Maya
Thesis Developing Serious Games for Children with Autism Spectrum Disorders