

Katrin-Anna Zibuschka

katrin-anna@zibuschka.com

+43 664 1551 242

colorfulkati.com



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

Branching story-driven adventure game for PC and console

Chronicles

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

Converting the game from Action Script to C# and Unity

Online

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