



Saïda Tahira Maulany

Game Producer & User Experience Designer

PERSONAL INFO

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30.04.1992
Dutch

Education

VWO Atheneum

Baudartius College, Zutphen
2004 - 2011

Basic Hairstylist

B Academy, Amsterdam
2011 - 2012

Game Creation & Producing

Saxion University of Applied Sciences, Enschede
2012 - 2017

Certificates

First Certificate, Cambridge English
Certificate of Advanced English, Cambridge English
Certificate of Proficiency, Cambridge English
Japanese course 1, Leiden University
Chinese level 1 - 3, Babel Utrecht

Languages

| | | | |
|---------|--------|----------|-------|
| Dutch | Native | French | Basic |
| English | Fluent | Chinese | Basic |
| German | Basic | Japanese | Basix |

Skills

Key Skills

Project Management, Sprint Planning, Risk Analysis, QA, Teambuilding, Workflow Optimization, UX Design, Scrum, Documentation, Problem Solving, Data Analysis, Communication

Additional Skills

Graphic Design, QA, Video-Editing

WORK EXPERIENCE

Haniel Zutphen | 2011 - 2013

Store clerk

I worked at the local game store/video rental where we sold and rented out games, movies and merchandise. I kept the store neat, clean and up to date. I also did some graphic tasks like making DVD covers and website banners.

Banana Apps | 2015

User Interaction Design & Teamleader Marketing Intern

I worked on a kids' app with another intern before entering the newly formed marketing team. When the team and projects began to grow, I was tasked to lead it.

We divided our group into smaller departments focusing on promotional material, localization and social media marketing. Besides managing the in-house teams, I was also responsible for outsourcing translations.

- Game Art, Design and UI Design
- Project Management, teambuilding and scrum
- Localization
- Assisting and coming up with marketing strategies
- Graphic Design

Asaka Enschede | 2015 - 2016 | 2018 - present

Hostess

- Welcoming guests and explaining the concept
- Serving dishes and drinks
- Taking reservations
- If needed: dishwasher, barkeeper, cleaner, making deliveries and graphic design

Stolen Couch Games | 2016

Game Artist Intern

For my internship, I worked on workflow optimization and documentation for the game Castaway Paradise. I designed and created item packs which were later also used for Castaway Home Designer. After implementing the items, I also made sure the in-game shop pages were prepared and helped with QA testing before updates.

I also got to work on designing the collectables for the new badge system.

- 2D & 3D creation and implementation of asset packs
- Marketing materials
- QA
- Assist badge system design

Shipped Titles

Mr. Bear Princess | Banana Apps | Game Art & Design
Castaway Paradise | Stolen Couch Games | Game Artist
Castaway Home Designer | Stolen Couch Games | Game Artist
Braingyammer platform | Dezzel Media | UX Designer & Producer

Extracurricular

Global Game Jam | 2014, 2015, 2016, 2018, 2019 | Participant
Santa's Pillo Jam 2015 | Eindhoven | Participant
Casual Connect 2016 | Amsterdam | Registration Volunteer
JamToday game jam Utrecht 2016 | Utrecht | Participant
TRANSMANGO game jam 2016 | Florence | Participant
IGJAM GAMESCOM | Cologne 2016 | Participant
Devcom, Respawn and Gamescom 2017 | Cologne | Volunteer
Casual Connect 2019 | London | Volunteer

Dezzel Media | 2016 - 2017

User Experience Design Intern

11.2016 – 03.2017

During my internship about the UX of applied game platforms, I worked on the UX design of Braingyammer. For my assignment I mostly focused on creating a new tutorial set-up, which I tested on both existing games and newly created ones.

I was also asked to create uniformity in other ways throughout the games on the platform. I got to define the art style and create the guides and templates that we later used to develop new games.

Besides working on the games and the UX design, I also did some additional graphic design work like providing images for e-mails and websites, simple animations and creating promotional material for events. I also got to set up the vacancy texts and tests for hiring new interns.

User Experience Designer

03.2017 – 06.2017

After my graduation, I stayed at Dezzel as the user experience designer to apply the new rules and style to more existing games.

When the team started expanding, I was asked to lead it and to make sure the new games would be developed according to the new guides and pipelines.

- UX Design
- Project Management
- Workflow Optimization
- QA lead
- Customer Service
- Graphic Design e.g. event banners, promotional material, game art
- Video-Editing

Game Producer

06.2017 – 12.2017

Together with a small team, I worked on creating applied games for our Braingyammer platform. Besides project management, I also did graphic design and video-editing for onboarding videos.

- Project Management
- Workflow Optimization
- QA Lead
- HR (e.g. attending recruitment events, onboarding, interviews, internship guidance)
- Customer Service
- Graphic Design
- UX Design
- Video-Editing

A B O U T M E



- Positive
- Adaptive
- Teamplayer
- Committed
- Curious
- Empathic
- Analytic
- Creative



- Tea
- Desserts
- Guild Wars
- Tales of games
- Efficiency
- Drawing
- Bunnies
- Stories (RPGs, books, movies)
- Game Jams
- Exploring



- Deep water
- Cats
- Wet Socks
- Spoilers