Nashwa Hamido

Product Design Engineer

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EU citizen (German), eligible to work in Ireland, no sponsorship needed

SUMMARY

Product designer and front-end developer with ten years in visual design, most of it for games at Meta and YAGER. I design and build accessible web and mobile products in React, React Native and TypeScript, taking ideas from research and Figma prototypes to working code. I use AI-assisted development tools, including Claude and ChatGPT, to prototype and ship quickly. MSc research in accessibility and reducing cognitive load in 3D interfaces.

SKILLS

Product and UX design: UX design, interaction design, visual design, UI design, prototyping, Figma, user research, surveys, accessibility, responsive design, design systems, design tokens, reusable UI components

Front-end development: TypeScript, JavaScript, React, React Native, Expo, HTML5, CSS3, WordPress, Node.js, Express, SQL, MySQL, Supabase, Socket.io, Git

AI-assisted design and development: Claude, ChatGPT, Nano Banana Pro (Gemini 3 Pro Image)

Visual, motion and 3D: Adobe Photoshop, Illustrator, After Effects, Premiere Pro, Blender, Maya, Unreal Engine, Unity

Collaboration: Agile, Jira, Trello, Asana, Notion, project management, stakeholder communication, mentoring

PRODUCT DESIGN AND ENGINEERING EXPERIENCE

Project Manager and Full-Stack Developer, MODU (MSc team project)
Trinity College Dublin, Dublin, Ireland | May 2026 – Aug 2026 | Website: modugamified.vercel.app
Gamified 3D furniture assembly Android app for cognitive accessibility

- Led a six-person team of designers and developers, and built the app's interface and features in React Native, TypeScript and Expo, on a Supabase backend.
- Built four accessibility profiles that change how guidance works across the whole interface, plus a mirrored layout for left-handed players.
- Built a shared design-token theme and reusable UI components used across onboarding, assembly, catalogue and room screens.
- Built an onboarding questionnaire that recommends a guidance mode, with recorded voiceover, spoken steps, and idle and stuck prompts.
- Tested the product with the public over two days at the IDM Showcase, Trinity College Dublin, in August 2026.
- Designed and built the responsive MODU product website in HTML, CSS and JavaScript, reusing the app's design tokens.

Development Lead, Atlasphere (MSc team project)
Trinity College Dublin, Dublin, Ireland | Jan 2026 – Apr 2026 | Live web app: atlasphere.up.railway.app
Real-time group trip planning web app

- Led full-stack development in React, Vite, Node.js, Express and MySQL, deployed on Railway.
- Built a drag-and-drop itinerary with real-time sync over Socket.io, group chat, voting notifications, email verification, password reset and server-side image resizing.

Front-End Developer, Retelling Dubliners (MSc team project)
Trinity College Dublin, Dublin, Ireland | Jan 2026 – Mar 2026 | Website: retellingdubliners.com

- Built the front end with accessibility considered from the start.

PROFESSIONAL EXPERIENCE

Senior Marketing Artist, AdLiven
Remote, Dublin, Ireland | Aug 2025 – Present

- Create video ads and screen designs for full campaigns for mobile game clients including King, Dream Games and MobilityWare, from concept to delivery.

Senior Designer, PixelHelix
Remote, Berlin, Germany | Oct 2024 – Mar 2025

- Led creative direction for game marketing assets and brand campaigns, including interactive promotional visuals.

Marketing Artist, Meta Reality Labs
Remote, Berlin, Germany | Aug 2022 – Aug 2024

- Designed UI icons and store screens in Figma, working with game design and UI teams.
- Created in-game rewards for Horizon Worlds, and moved with the product from VR to its web and mobile version.
- Created key art and scene compositions for Crayta seasons, game jams and campaigns, working with developers in an agile production pipeline.
- Produced internal communications and community content alongside external campaigns.

Marketing Artist, YAGER Development
Berlin, Germany | May 2019 – Jul 2022

- Designed UI icons and UI screens for DLC releases of The Cycle and The Cycle: Frontier.
- Designed website layout mockups for each season and built them in WordPress, alongside the seasonal rebrand of logos and key visuals.
- Built in-engine cinematics and 3D and 2D animation for trailers, plus key art for DLCs, events and ads.
- Produced internal communications and community content alongside external campaigns.

Graphic Designer, FunRock Games
Remote, Stockholm, Sweden | Oct 2017 – Feb 2018

- Designed social ad campaigns for the mobile game Heroes United, in still and video formats.

Graphic Designer and Illustrator, Technology Resources EST
Alexandria, Egypt | Jun 2016 – Jun 2017

- Worked with product managers and front-end designers on brand identities and UI for the company's mobile apps.

Earlier roles
Teaching Assistant, Alexandria University (Sep 2016 – May 2017); Graphic Designer, Vital Advertising and ONE.3 Advertising, Alexandria, Egypt (Dec 2015 – Jun 2016)

EDUCATION

MSc Interactive Digital Media, Trinity College Dublin
Dublin, Ireland | 2025 – 2026 | 78%

- Research: The Gamified Visual Scaffolding Framework, reducing cognitive load and improving accessibility in web-based 3D learning environments.

BFA (Hons) Visual Communication, Alexandria University
Alexandria, Egypt | 2011 – 2016

COURSES

HTML, CSS and JavaScript: Building the Web (2025); JavaScript Essential Training (2024); UX Designer from Scratch, Interaction Design Foundation (2020)

LANGUAGES

English (C1), Arabic (Native), German (B2), Italian (A2)