OLLIE HALL
Senior Production Designer

SKILLS

- Visual design with Figma
- Designing & implementing gameplay mechanics and systems
- Working in team environments
- Unity engine development
- C++ and C#
- Strong knowledge of Technology and Computing
- Video editing and VFX
- Adobe Premiere Pro, After Effects and Photoshop
- 3D Modelling with Blender
- Source Control via GitHub
- Music Production
- Documentation and organization
- Content design and writing for gamified learning

EDUCATION

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Abertay University (2021)
First-Class Honours, BSc(Hons)
'Computer Game Applications Development'

CONTACTS

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WORK EXPERIENCE

SENIOR PRODUCTION DESIGNER – ATTENSI
JUNE 2024 – PRESENT

PRODUCTION DESIGNER – ATTENSI
SEP 2021 – JUNE 2024

- Designing and creating *visual elements* in Figma such as posters, certificates, GIFs, banners, icons, and visual journeys on a regular basis, ensuring designs are aligned with *brand guidelines* and *project objectives*.
- Taking ownership of *improvement initiatives*, working to *standardize* and *automate* the workflow of both my team and other roles in the company, resulting in substantially improved *efficiency* and *productivity*.
- Manage multiple projects simultaneously, *prioritizing tasks* and meeting deadlines while maintaining *high-quality design standards*
- Taking on customer projects as a *Simulation Designer*, working with global stakeholders to develop products with gamified learning woven into a narrative with characters.

GAME EXPERIENCE

'BLOOD MALL', GAME
SOLO PROJECT | UNITY | MAY 2025

- Created for a game jam in 7 days, then brought to full release over the following 14 days.
- BLOOD MALL has been played by large content creators such as Markiplier, Sodapoppin and Kubz Scouts. It has over 37,000 downloads, and was a massive success.

'BUNKER 73', GAME JAM
TEAM PROJECT | UNITY | OCTOBER 2024

- Collaborated in a team of 4 over the course of 7 days, doing level design, game design, programming, SFX, music and helping with visual assets.
- The game was ranked #1 Horror Game in 'Scream Jam 2024' and has been played by large content creators such as Markiplier, Gab Smolders and Kubz Scouts. It has over 16,000 downloads

'ARDENTIDE ISLAND', HONOURS PROJECT
SOLO PROJECT | UNITY | DEC 2020 – MAY 2021

- Designed and implemented game mechanics that interface with AI facial expression recognition technology (Dlib, OpenCV, ML.NET) in a virtual game environment.
- Constructed semi-linear level with puzzles, scripted events and dynamic weather.
- Received an A+ for both the project and the dissertation, and published a *peer-reviewed research paper* for this project on World Academy of Science, Engineering and Technology.

'UNCOVERED', PROFESSIONAL PROJECT
TEAM PROJECT | UNITY | JAN 2020 – MAY 2020

- Collaborated on a remote team of 8 maintaining a steady flow of production.
- Pitched and prototyped a game for our client, 'Society of Antiquaries of Scotland'.
- Contributed heavily to Gameplay, Level, Animation and UI design & implementation.