







OLLIE HALL

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
-  Audio implementation with Wwise
-  Documentation and organization

CONTACTS

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WORK EXPERIENCE

PRODUCTION DESIGNER – ATTENSI

SEP 2021 – PRESENT

- Designing and creating *visual elements* in Figma such as posters, certificates, GIFs, banners, icons, and maps on a regular basis
- Assisting with implementing translations, editing images, and polishing products ensuring *high-quality standards* are met
- Take ownership of *improvement initiatives*, working to *standardize* and *automate* the team's workflow, resulting in improved *efficiency* and *productivity*
- Collaborate with team members, stakeholders, and clients to ensure that all designs are aligned with *brand guidelines* and *project objectives*.
- Manage multiple projects simultaneously, *prioritizing tasks* and meeting deadlines while maintaining *high-quality design standards*
- Taking on *Simulation Design* projects, working with global stakeholders to develop products with gamified learning woven into a narrative with characters.

GAME EXPERIENCE

'ARDENTIDE ISLAND', HONOURS PROJECT

SOLO | UNITY | DEC 2020 – MAY 2021

- Designed and implemented game mechanics that interface with AI machine learning 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

'UNCOVERED', PROFESSIONAL PROJECT

GAMEPLAY & UI PROGRAMMER | UNITY | JAN 2020 – MAY 2020

- Collaborated on a remote team of 8 via Discord whilst meeting tight deadlines and 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

EDUCATION

UNIVERSITY OF ABERTAY DUNDEE – 2021

First-Class Honours, BSc(Hons) in Computer Game Applications Development

GRAVENEY SIXTH FORM – 2017

A levels in Computing, Film Studies and English literature