

Hassan Al Kazmi

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Experience

King - Game Engine Artist Advocate / Technical Artist

2016 - May
Current

- Helping 500+ game developers in a cross located company to be heard, understood and supported with the biggest focus on Candy Crush franchise
 - Providing the artists with ways of being more productive in their workflow using the in-house game engine
 - Following up on bugs and improvements requested by the artists, and making sure they are addressed in a timely manner
 - Creating video tutorials about the game engine for internal usage.
 - Giving courses on how to use different parts of the game engine from the artist point of view
 - 1:1, tutoring sessions with focus on the game engine, related to Layouting, Rendering, Resource management, and more.
 - Exploratory Testing the game engine to make sure the workflow quality is up to standard before released to the game teams
 - Giving continuous UX feedback to engine team during the development process
 - Managing backlog issues
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Happy L-Lord AB - Technical Artist

2014 - Dec
2015 - Aug

- Acting as a communication bridge with the developers and artist
 - Research on different voxel software out there and the best ways to export the voxel generated art, to get the optimal performance results for a web based mmorpg
 - Generating voxel art for the game, such as characters and environment art
 - Rigging in Maya
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Education

Stockholm University (DSV) - Bachelor of Science Computer game development (B.Sc.) - 180 ECTS

2010 - Aug
2013 - Apr

- During the education we focused on different disciplines across game development, giving us great insight of the game development pipeline
 - My thesis focused on 3D modeling software and what made users come back to them from a UX point of view
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Stockholm University (DSV) - Creative 3D - 60 ECTS

2011 - Aug
2012 - Apr

- Vocational education with focus on 3D animation.
 - The biggest achievement during the education was 2 short movies. Going from storyboard to final renders.
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Software Skills 3Ds Max, Maya, Zbrush, Photoshop, xNormal, Topogun, Unity
Language Swedish, English