

Hassan Al Kazmi

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Experience

Scopely - Yahtzee with buddies - Lead Technical Artist

2022 - Oct
Currently

- Setting up work processes through creating Jira boards, dashboards
- Roadmap planning with other Lead and Senior Tech artists for the Tech Art department
- Facilitating retrospectives, sprint planning, and reviews
- Regular 1:1s with all TA's within the project
- Hiring and on boarding Tech Artist
- During my time, I managed to career coach 2 regular tech artist into senior positions

Scopely - Yahtzee with buddies - Senior Technical Artist

2021 - Jun
2022 - Oct

- Fixing UI-related bugs in Unity, such as layout issues
 - Tutoring artists using Unity and internal tools
 - Clean up the project in terms of resources and memory
 - Optimization of futures that are being released
 - Creating an internal tutorial confluence page with videos in regards of the project
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King - Fiction Factory - Game Engine Artist Advocate / Technical Artist

2016 - May
2021 - May

- Represented interests of 500+ game developers in a cross located company with the focus on the Candy Crush franchise to the game engine team; worked on increasing productivity of workflow of artists; giving continuous UX feedback to the engine team during the development process
 - Managing backlog tickets, including following up on bugs and improvements; checking if the game engine quality is up to industry standards
 - Creating video tutorials, giving courses and tutoring 1:1 sessions about usage of the internal game engine from the artist point of view
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Happy L-Lord AB - Adventure box - Technical Artist

2014 - Dec
2015 - Aug

- Acting as a communication bridge between the developers and artist
 - Research on different Voxel software to find the most optimal way of exporting art for a web-based MMORPG
 - Generating Voxel art for the game, such as characters and environment art
 - Rigging in Maya
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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 into 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
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Software Skills Unity, Blender, 3Ds Max, Maya, Zbrush, Photoshop, xNormal, Topogun, After Effects, Camtasia studio
Language Swedish, English