

# 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



Audio implementation with Wwise



Documentation and organization



Content design and writing for gamified learning

### EDUCATION



#### Abertay University (2021)

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

### CONTACTS



olliehall98@gmail.com



[olliehallgames.com](http://olliehallgames.com)



[linkedin.com/in/olliehallgames](https://linkedin.com/in/olliehallgames)

### 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
- Assisting with general content creation to polish and overhaul customer products to ensure *high-quality standards* are met
- 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*.
- Collaborating 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 customer projects as a *Simulation Designer*, working with global stakeholders to develop products with gamified learning woven into a narrative with characters.

### GAME EXPERIENCE

#### 'OFF MY LAWN!', GAME JAM

TEAM PROJECT | UNITY | OCTOBER 2023

- Collaborated in a team of 4 over the course of 6 days, helping with design, programming, SFX, music, and visual assets.
- The game was ranked #2 Best Game in 'Scream Jam 2023'

#### 'ARDENTIDE ISLAND', HONOURS PROJECT

SOLO PROJECT | 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
- Published a [\*peer-reviewed research paper\*](#) for this project on the World Academy of Science, Engineering and Technology International Journal of Computer and Information Engineering

#### '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.