

HASSAN JAVAID

GAME DESIGNER + 3D ARTIST

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OBJECTIVE

To obtain a game designer position in a creative and quality striving Video Game Development studio that values interactive experiences, great visuals and storytelling.

EDUCATION

University of Wisconsin - Stout, Menomonie, WI
B.SC Game Design, B.FA Multimedia Design, English Writing Minor
GPA: 3.054 Graduated: January 2015

WORK EXPERIENCE

Flash Frozen | Survival Horror PC Game (Unity Engine)

Level Designer + Lead Writer + Environment Artist

- Created the story and wrote all narrative assets for the game.
- Designed level layouts and executed the designs into complete 3D levels in the Unity game engine.
- Assigned tasks and managed a team of eight 3D artists.
- Collected data from play-testing and reworked level design and gameplay design.
- Flash Frozen won the E3 College Games Competition 2013.

Veridious | First Person Exploration PC Game (Unity Engine + Oculus VR Support)

Project Lead + 3D Artist + Lighting Artist

- Led a team of eight game development students to create a game in 2 weeks.
- Worked as a programmer, Lighting Artist, 3D Modeller & developed the asset pipeline.
- Integrated Oculus Rift Virtual Reality into the experience.
- Pitched project to the Jim Henson company to positive reception.

Game Design & History Research | University of Wisconsin Stout

Research Assistant

- Served as research assistant for the University's Art History department & Game Design program.
- Research included game design concepts as well as the history of video games.

Housing Design | University of Wisconsin Stout Housing Department

Office Manager + Web Designer + Web Developer

- Served as the Office Manager, leading a team of 4 designers.
- Designed and created various websites, web projects and interactive experiences.

SKILLS

- Proficient in Autodesk Maya, zBrush, Unity 3D, & the Adobe Production Premium Suite.
- Proficient in technical writing and creative direction.
- Experienced in the 3D Asset & Environment creation pipeline for games & animation.
- Experienced in game design, play-testing & user experience.
- Additional experience in user Interface design, management, web design and video production.

AWARDS & ACTIVITIES

E3 College Games Competition 2013
Awarded co-championship

Minneapolis Electronic Theatre 2013
Animation showcased in student category

UW Stout Chancellor's Award
Received for academic excellence

IGDA
Member (2009-Current)

UW Stout SIGGRAPH Chapter
President (2010-2011)

UW Stout IGDA Chapter
Officer (2010-2013)