

ADIL HASSAN

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Summary

During my time as Game Design undergraduate, I had the opportunity to work and collaborate with others, whether is fellow game design student or other discipline. In my final year I had the chance to lead a team and coordinate the vision and the production of a game that is pushing boundaries and expectation, OMS. I have worked with a wide variety of games, that gave me the knowledge and practical skills to put my creative game ideas into practice.

I believe Mobile gaming is fundamentally different from other platform, beside the accessibility, the constant connection to the game world throughout the day. Could be varying mix of exploration between mobile, strategy and social play.

Other interest of Mobile Gaming is its Audience, the range and variety of mobile game players drive to even pushed them to explore more, within them and within others. Social Play is a crucial drive for my pursuit to design games.

Strategy game main draw back is that plans need times to flourish, and adversary/alliance... need almost immediate attending to, mobile gaming solve that conundrum. And Allow to go even further. Strategy games can drive from many genre, but more can be exported in all genres to some extended (e.g. Randomness).

But mobile game is not just accessibility, is features like location base, essay. That open the possibility not for a new genre but new ways.

I would love to join your company and studio and be part of your team as an active and inspired member. Gameloft as always been an studio i admire, its ability to push beyond boundaries and not settling to one genre but like to conquer and in place creativity and edges. I admire that although you have worked in many genres that quality and the delivery is always to the highest standard. But also the global reach and establishment it has as world leader in mobile phone as a platform. And From my background I think i can bring a global outlook to the team.

Gameloft Montreal is especially of interest, the work/ life balance that the game studio and the city can offer is foremost of importance to me.

Please view My portfolio and feel free to discussed any enquirers and ideas you may have. Looking forward for an active engagement.

Experience

Kitchen Porter Nov 2014 to Dec 2016

Dil Indian Cusine — Usk, united Kingdom

U worked as kitchen porter assisting the chef in various are preparation, keep the kitchen clean and assembling ingredients as well as packaging.

Interpreter Feb 2012 to Aug 2013

First for Language — Cardiff, united Kingdom

Accompanying non English speaker to various location, solicitor GP and hospital even Police station and interpreting the appointment communication.

I interpret for Somali, English and french speakers.

Skills

Successfully lead a game project.

Lead the integration of Art and Sound in

Designed Complex strategy game balance. Engine.
Created and closely followed project schedules
Coordinated between the game design team, art team, sound team and on all levels of development. Utilize and Explore numerous Game Theories.
Use Excel for content and balancing. Designed, textured and modeled 3d game objects as part of a student project.

Education

Bachelor of Arts, Game Design
South Wales University — Cardiff

2020