

Martin Emil Hansen

Copenhagen | telepresentgames@gmail.com

I'm a friendly, curious, and highly versatile game designer, who finds great joy in the multifaceted process of game development – from dreaming up the highest concepts all the way to prototyping and implementing them in-engine. I believe a positive working atmosphere is crucial for a studio's success, and I strive to bring this attitude to every team I join. With several years of experience leading design and direction for various game projects in Unity and Unreal, I am eager to join a new studio to grow alongside of.

Please visit my website for a greater overview of my experience.

[Click here to visit my Portfolio](#)

Experience

Spring 2024

Game Designer | [Transit](#) | [Fable Systems](#)

At Fable Systems, I worked as a game designer for their upcoming title. My responsibilities included the conceptualization, design, documentation, communication, and prototyping of various features and game levels. I worked directly with Blueprints in Unreal Engine 5, utilizing them for both prototyping and implementing game-ready scripts and features.

Autumn 2022 – Dec 2023

Game Designer | [Neon Knights](#) | [Eddaheim](#)

At Eddaheim, I worked as a game designer for their upcoming flagship title. My responsibilities included the conceptualization, design, documentation, communication, and prototyping of various features and game levels. I worked directly with Blueprints in Unreal Engine 5, utilizing them for both prototyping and implementing game-ready scripts and features.

Spring 2022 - Winter 2022

Game Designer | [Cathedral of Sorrow](#) | [Film School](#)

I was a game designer for an in-development, though currently on hold, 3D, narrative-driven horror game developed by a medium-sized team in collaboration

with the National Film School of Denmark. [The game's Steam Page can be viewed here.](#)

2021-2022

Level Designer | [Solitaire Grove](#) | [Dytbaat Games](#)

During my studies, I worked part-time as a level designer for Dytbaat Games, developing levels for a mobile puzzler. My work mainly consisted of creating levels in the Unity Editor, aided by the custom tools the company developed. [An Appstore page can be visited here.](#)

Autumn 2021

Game Director | [Toy Game](#) | [DADIU](#)

At DADIU, I acted as game director in a 16-person team for a 3D open-world adventure game titled Toy Game: A Royal Mess. This experience was incredibly enriching and gave me skills in team leadership, setting a positive team culture, and aiding the creative process towards a cohesive whole. [Game's Itch.io page can be viewed here.](#)

Spring 2021 (Updated Autumn 2022)

Lead Designer | [Endling](#) | ITU Project

I was the lead game designer on a semester-long six-person project titled Endling in our Game World Design class. Working on design documents, soundscapes, programming, level design, and 3D modeling, this project allowed me to explore various skills in collaboration with the team. In 2022, I revamped most aspects of the game, resulting in a much smoother expression overall. [Game's Itch.io page can be viewed here.](#)

Autumn 2020

Lead Designer/Director/Artist | [Lullaby](#) | ITU Project

For the three-month exam project of the Making Games course, I acted as director, lead designer, and lead artist in a six-person group on our game Lullaby. The process of pitching a vision and shaping it with the group throughout development was incredibly rewarding. This project gave me many insights into how to clearly communicate vision, both abstract and specific, through various tools and methods. [Game's Itch.io page can be viewed here.](#)

Autumn 2020

Solo Developer | [Various Game Projects](#)

During my studies, I immersed myself in my theoretical and practical interest in games. This allowed me to independently code and produce several smaller games,

each completed in less than a week. A selection of these games can be seen here. [A selection of these games can be seen here.](#)

Spring 2020

Solo Developer | [Influx](#) | Bachelor's Thesis Project

For my thesis project, I independently designed and produced a 3D single-player game titled Influx, which served as a theoretically influenced exploration of the concept of immersion. I designed the audiovisual side of the game to change throughout, exploring how graphical fidelity may influence immersive qualities. [Game's Itch.io page can be viewed here.](#)

Spring 2020-Current

3D-Asset Creation | [Personal & Game Projects](#)

Throughout my time learning game development, I have expressed my interest in 3D modeling. This has been particularly useful for rapid prototyping, as a level layout can quickly be blocked out and explored in Unity. [A selection of some of this work can be seen here.](#)

2015-Current

Illustrator | Freelance

I have done freelance work as a visual artist for different independent clients, producing digital artwork for video essays, short films, and games. [A Selection of this work can be found here.](#)

Education

2020-2022

Master's in Game Design | ITU Copenhagen

I had the great fortune to study my biggest creative passion as a university degree! At ITU, I gained experience working with games both on a deep theoretical level and in concrete group settings, which has been an amazing source of growth for me.

2017-2020

Bachelor's in Digital Design | Aarhus University

In my bachelor's program, I learned about designing digital artifacts and experiences, both theoretically and practically. I completed courses on everything from aesthetic programming to software studies, focusing on digital games. This

education provided me with a critical perspective on digital experiences, both as a practice and theoretical field.

Qualifications & Skills

- A great technical curiosity and willingness to learn new skills to contribute and support team throughout game development.
- Experience in rapid development and use of custom engine tools.
- A deep appreciation of project vision and ensuring that game elements come together in support of this vision.
- A broad skillset in various creative and technical disciplines, which helps me communicate with people in their respective specialisations.
- A varied experience of communicating abstract design ideas in concrete forms, such as mock-ups, animations, and other demonstrations.
- Friendly and open team player who wishes for everyone to have fun and feel heard.

Software Proficiencies

- **Game development:** Unity, Unreal Engine, Twine.
- **3D asset creation:** Blender, Substance Painter, Marmoset Toolbag.
- **Illustration:** Adobe Photoshop, Adobe Illustrator, Adobe Animate.
- **Animation:** Blender (3D and 2D), Adobe Animate.
- **Video Editing:** Adobe Premiere, Adobe After Effects, Sony Vegas.
- **Programming:** JavaScript, C#, Unreal Blueprints.
- **Sound Design:** Ableton Live, FMOD Studio.
- **Remote Working and Version Control:** Google Drive, Plastic, GitHub (fun!).

Thank you for your time 😊