



Martin Hansen

Technical Game Designer

● Art ● 3D-Modelling ● Programming ● Production

Profile

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 to implementing the tiniest details in-engine.

Work Experience

○ Summer 2024

Telepresent Games

Unity Developer

In my spare time, I develop independent games and tools for the Unity Engine, where I am proficient in the full production pipeline. This includes 3D-modeling, level design, and programming.

Tool Releases: Audio Sync Pro, Smart Mouse Selection Tools, Editor Animation Viewer

○ Spring 2024

Fable Systems

Game Designer

Working on Fable's flagship title, my responsibilities included conceptualizing, designing, documenting, communicating, and implementing 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.

Project: Transit

○ 2022-2024

Eddaheim

Game Designer

Working on Eddaheim's flagship title, my responsibilities included the conceptualization, design, documentation, communication, prototyping & implementation of various features and game levels. At times I acted as product owner, planning, overseeing, and facilitation of sprints.

Project: Neon Knights: Humanity Erased

○ 2021-2022

Dytbaat Games

Level Designer

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.

Project: Solitaire Grove

Highlighted Projects

Endling

Lead Design, Level Design, Programming

Neon Knights

Game & Level Design, Prototyping, Team Coordination

Unity Tools

C# Programming, Packaging & Publishing

Transit

Game & Level Design, Coding, Asset Creation

✦ Portfolio

TelepresentGames.dk

📞 Contact

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København S

🎓 Education

● IT-University of Copenhagen

MSc in Game Design

2020-2022

● Aarhus University

BSc in Digital Design

2017-2020

🧩 Skills

- Game Design & Implementation
- Gameplay & Tool Programming
- Team Communication & Coordination
- Level design & Creation
- 3D Modelling, Texturing
- Sprint Planning, Managing
- Baking & Eating

🔧 Toolset

- Unity, Unreal Engine
- C#, Blueprints, JavaScript, CSS, & HTML
- Adobe Suite
- Blender, Marmoset Toolbag
- FMOD, Ableton Live