



Rasmus Færch Hansen
Date of Birth: October 1988
Nationality: Danish

Resume

Games have always been a passion of mine, and I have attempted to create or visualise my own ever since grasping basic use of pencil and paper. Blessed by the possibilities of modern game engines and toolsets I can ride the coaster of game design to the next level, creating what I have always dreamed of.

To me games are all about immersion – sensing, feeling, and believing. Because of the extreme power of the medium itself, a story can be experienced through the first person and actually revolve around the player, driven by his or her actions. It is therefore of utmost importance to continually motivate and stimulate the player to enter and remain in the dream. To achieve this effectively I concentrate on analysing how each asset and gameplay mechanic is perceived in order to purposefully bring the player into and experience the rush of specific emotional states.

Having worked extensively with a couple of game engines, mainly Valve Software's Source and GoldSrc engines, I have accumulated valuable knowledge and experience about pipeline pitfalls and shortcuts which gives me a realistic view of how things are done efficiently.

I am currently looking for a job where I can work closely with a dedicated creative team as passionate about games as I, learn and evolve in unison and share the load.

Employment

Animation and Design Trainee, August 2006 - July 2008, Titoonic A/S, Copenhagen
- assisted in creating and animating art assets for various online 3D games

Education

Digital Integrator, Graduated July 2008, Grenaa Tekniske Skole

Lecture

Weight/Acting Animation, June 2007, Jeremy Cantor
"The Animators Survival Kit", Richard Williams
"Advanced Animation", Preston Blair

Software Experience

3D Studio Max, Autodesk
Mudbox, Autodesk
Photoshop, Adobe
Source Engine, Valve Software
GameMaker, YoYo Games
Flash, Adobe
Visual Studio, Microsoft
Sound Forge, Sony
Vegas, Sony

Languages

Danish, native language
English, fluent written and verbal

Hobbies

Whenever possible I dabble in game design, films, and artistic digital experiences in general. I love the outdoors and jog to exercise. Lately I have taken up playing acoustic guitar, finger picking.