David Hamark
- Game Animator

I am a hard working jokester who is a big fan of stylized keyframed animation, trying new things and like a bit of a challenge. A high sense of teamwork drives me and I am looking forward to the milestone of seeing my name on a game's end credits.

Contact

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🗔 dhamark.se

in /david-hamark/

Skills

- Adobe Suite
- Wordpress
- Maya
- Motionbuilder
- Unreal Engine
- UX Design
- Perforce
- Taiga
- Youtrack
- Davinci
- Syncsketch

Competences

Cooperative	Loyal
Responsible	Organized
Time estimating	Positive
Efficient	Quick to learn

Languages

Swedish - Native
English - Fluent
Norwegian - Conversational
Spanish - Basic conversational

Studies

The Game Assembly (HVE) | 2022 - 2025
- Game Animator 550 YHP
Learning how to animate, clean motion capture data, rigging and building animation setups in game engines. Taught to time estimate and cooperate across disciplines when making 8 games in total.

Malmö University | 2014 - 2017
- UX-Design 180 HP
Working with user groups to invent and improve digital products in our society. Prototyping mockups and coding.

Coventry University | 2016
- Graphic Design 30 HP
Exchange studies

Work Life Experience

Student Union Malmö | 2018 - 2022
- Communicator
Making information visible towards the students at Malmö University. The title meant independently producing short films, designing posters, building websites and copy-writing for both web and social media.

STORM - MaU | 2017 - 2018
- Innovation host
Making innovation at Malmö University visible through creative processes.

Volunteering

Helping Hand | 2012 - 2024
- Volunteer and board member
Sitting in the board for a children support centre working with communication and in Kenya 2012 as a volunteer.