

Hassan Kazmi

CREATIVE TECHNOLOGIST

Details

London, England
07711272124
hassankazmi98@outlook.com

Skills

Video/Audio Editing (Clipchamp and Reaper)

360 Video Production (Insta360, Zoom and Rode Mics, Insta360 Studio)

Adobe Creative Cloud (Premiere Pro, Photoshop etc)

Unity XR Development (VR/AR/MR)

Microsoft Office

Virtual Tour Creation (Museums, Properties, Educational Spaces)

Generative AI and AI Tools Integration

Project and Stakeholder Management Consulting

UI/UX, Git and Web Design

Narrative Design (Script, Interviewing, Storyboarding)

Agile Project Management (Kanban, Miro)

Custom AI Agent Development

Languages

French

Arabic (Levantine)

Urdu

English

Links

[Portfolio Website \(click here\)](#)

Professional Experience

Immersive Clinical Training Designer, Guy's Cancer Academy, London

OCT 2024 – PRESENT

- Commissioned to design a 360° clinician training module with Guy's Cancer Academy and the Baked Bean Charity, improving clinician interactions with Learning Disabled Adults (LDAs).
- Lead scriptwriter and filmmaker for a bespoke 360° production.
- Collaborated 1 year + with multiple stakeholders (client, charity, LDAs), adapting 360° design and production workflows to ensure participant comfort, including regular site visits to build familiarity and trust.
- Gained practical experience with Insta360 cameras, Rode mics, Zoom F recorders, Premiere Pro, while conducting extensive research through interviews, autobiographical/academic literature, and analysis of existing 360° medical training to ensure innovation and effectiveness.

Migration Museum Immersive Preservation and Virtual Tour, Migration Museum

FEB 2025 – MAY 2025

- Commissioned on a deadline to recreate the Lewisham site in interactive VR before relocation.
- Filmed 200+ 360° images with Insta360 X2 and collaborated with museum staff to optimise conditions for capture.
- Stitched and edited 360° assets with Adobe CC/Insta360 Studio; built interactive Unity VR tour with hotspots and deployed via Netlify.
- Organised archives of footage, Unity project, and resources for future access and commercial/archival purposes.

LSE Summer Ethnography Project, LSE's Anthropology Department

APR 2022 – DEC 2022

- One of a small cohort awarded a competitive departmental grant (£500) to design and conduct an independent ethnographic study.
- Devised research proposal and methodology on post-Covid digital/social hybrid relations, focusing on gaming culture and its effects on loneliness and sociality.
- Completed 6 months of fieldwork at a London internet café, including 15+ semi-structured interviews and sustained participant observation.
- Immersed in gaming culture to build rapport with participants, collecting qualitative data on community dynamics and digital-mediated relationships.
- Analysed findings and produced a research paper, presented to 40+ academics and students at an LSE Anthropology Conference (Dec 2022).

Education

Master of Arts in in Immersive Factual Storytelling, University College London, London

SEP 2023 – SEP 2024

(2:1/Merit)

Bachelor of Arts in Anthropology and Law [Qualifying LLB], London School of Economics and Political Sciences, London

SEP 2020 – JUL 2023

(2:1)