



ANDREW THOMPSON

GAME DESIGNER.

Highly productive, innovative, and collaborative. Able to quickly learn and apply new skills in any environment.

CONTACT

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EDUCATION

B.A. DIGITAL TECHNOLOGY AND CULTURE

WASHINGTON STATE UNIVERSITY VANCOUVER
With Game Design Certificate
GRADUATED DECEMBER 2021

SKILLS

3D / 2D GAME DESIGN

Unity
Unreal Engine 4
Twine
Inform 7

MANAGEMENT

GitHub
Perforce P4V
Trello
Slack
Basecamp
Zoom
Discord

PROGRAMMING

C#
Blueprints
HTML / CSS / Javascript
JSON
Python

ADOBE SUITE

Illustrator
Photoshop
Animate
After Effects
Premiere Pro
Audition
XD

PROFESSIONAL EXPERIENCE

Project Manager

AMNESIA: RESTORED

The Original Adventure Game by Thomas M. Disch

amnesia-restored.com

- Lead a group of 32 students in the reconstruction of the 1986 adventure game AMNESIA published by Electronic Arts.
- Communicated with our client, the Thomas M. Disch Estate, to produce content aligned with their vision.
- Pushed the game in new directions for our current generation while staying authentic to the original 1986 publication.
- Coordinated consistent progress across six teams through online and in-person meetings to successfully hit deadlines.
- Served as quality control for produced assets to guarantee consistency across all departments.

AUGUST 2021 - DECEMBER 2021

Level Designer

CANNON CANINES

steam.pm/app/#####/

- Worked remotely as a freelance level designer to build gameplay and sequence level events using blueprints.
- Used Perforce P4V, Trello, Slack, and Zoom to collaborate inside Unreal Engine 4.
- Designed using landscape sculpting, splines, BSP mockups, and blueprint brushes.
- Created in-game cutscenes and short cinematics using the level sequencer.

AUGUST 2021 - DECEMBER 2021

Game Director and Lead Developer

DEAD AIR

dead-air-game.com

- Developed a 3D point and click horror puzzle game from scratch inside Unreal Engine 4 using blueprints.
- Designed and decorated the gameplay environment using 3D models and 2D assets from my team.
- Created atmosphere effects using Unreal's Apex Destruction, Niagara, and custom made materials.

JULY 2021

Lead Developer

HULI

huli-the-game.com

- Developed a 2D puzzle platformer from scratch inside Unity using C# and the Universal Render Pipeline.
- Collaborated across a small team of developers using GitHub and Unity packages.
- Worked with 2D lighting and environment design, using post processing, custom materials, and the shader graph.

JUNE 2021

Lead Developer

JUST A FARMING SIM

trulydrew.itch.io/just-a-farming-sim

- Developed the core gameplay loops and mechanics of a 3D farm simulator turned survival horror inside Unity using C#.
- Created a day/night system using post-processing, custom skyboxes, material scripting, and atmospheric fog.
- Built character animation controllers using native Unity tools and C# programming.

JANUARY 2021 - APRIL 2021