ANDREW THOMPSON

GAME DESIGNER.

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

CONTACT

- THOMPSONANDREW.DEV
- THOMPSONANDREW1998@GMAIL.COM
- (360) 727-1477
- WOODLAND, WA

EDUCATION

B.A. DIGITAL TECHNOLOGY AND CULTURE
WASHINGTON STATE UNIVERSITY VANCOUVER
With Game Design Certificate
GRADUATED DECEMBER 2021

HARD SKILLS

3D / 2D GAME DESIGN
- Unreal Engine 5
- Unity
- Twine
- Inform 7

MANAGEMENT
- GitHub
- Perforce P4V
- Trello
- Slack
- Basecamp
- Zoom
- Discord

PROGRAMMING
- C#
- Blueprints
- HTML / CSS
- Javascript / JSON

SOFT SKILLS

COLLABORATIVE
- Effective Communication
- Time Management
- Adaptability
- Leadership

PERSONAL
- Empathy
- Integrity
- Dependability
- De-Escalation

CREATIVE
- Problem Solving
- Critical Thinking
- Attention to Detail

PROFESSIONAL EXPERIENCE

Level & Environment Designer
CLEVER GIRLS

steam.pm/app/2844340
- Worked remotely as a freelance developer to create engaging levels and captivating environment design.
- Used Perforce Helix Visual Client (P4V), Trello, Slack, and Discord to collaborate inside Unreal Engine 5.
- Animated and detailed cinematics for game marketing.
- Created greybox models using UE5 tools for our asset production pipeline.
- Edited and exported models in Blender for import into Unreal Engine.

MAY 2023 - PRESENT

VR Game Designer & Development Consultant
DATA ENTRY: PORTAL

dtc-wsuv.org/projects/data-entry-portal/
- Worked inside Unreal Engine 5 to develop VR for the Quest 2 headset.
- Taught VR game development pipeline and practices to students.
- Managed a team of developers to create a game consistent with approved design and mechanics.
- Designed environments, levels, and gameplay that guide the player through the game's narrative.
- Worked alongside author Rob Swigart to demo the game at the 2023 ACM Hypertext Conference.

JANUARY 2023 – DECEMBER 2023

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/1853120
- 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