ANDREW THOMPSON

GAME DESIGNER.

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

CONTACT

- THOMPSONANDREW.DEV
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- (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

Gameplay Developer

MOTION LOGIC STUDIOS

motionlogicstudios.com

- Worked remotely as a contract developer to design and program core gameloop mechanics and features.
- Used Trello, Slack, and GitHub to collaborate and manage tasks inside Unreal Engine 5.
- Developed robust new tools in engine for level designers to easily place and adapt game elements.
- Created thorough documentation for new features with inexperienced users in mind.
- Scripted integral player functionality in Blueprint components, with a focus on smooth and varied mobility.

APRIL 2025 - PRESENT

Level & Environment Designer

CLEVER GIRLS

steam.pm/app/2844340

- Created engaging levels focused on stealth-tactics gameplay and captivating environment design.
- Designed level gameplay in modular steps for ease of revision and playtesting.
- 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

Core WebXR Developer

The NEXT's Visualizations Space

the-next.eliterature.org/visualizations/

- Hand coded a WebXR environment using three.js that runs on any modern desktop browser or VR headset.
- Created an interactive space to observe and manipulate 3D models without any app download or install required.
- Developed interactions for mouse, touchpad, VR hand-tracking gestures, and VR controller input simulaneously.
- Worked alongside 3D modelers and asset designers to translate visual, audio, and interactivity into virtual reality.
- Live demoed my work on this project during Dene Grigar's talk at TedxMarshallU for an audience of hundreds.

OCTOBER 2024 - PRESENT

Core WebXR Developer

The Future of Text

Exploring Readership In Extended Reality

thefutureoftext.org/xr/

- Developed a WebXR environment using three.js, troika text, and jQuery for the Meta Quest 3 and Apple Vision Pro.
- Demoed project progress and incorporated feedback from industry professionals and academic researchers every week.
- Designed and refined hand-tracking gestures for VR through extensive testing and user feedback.
- Worked on cutting-edge technology during the initial release of the Apple Vision Pro, adapting to constant OS changes.
- Presented at the 2024 ACM Hypertext Conference in Poznań, Poland & the 2024 Future of Text Symposium.

DECEMBER 2023 - DECEMBER 2024

Lead Developer

Huli - A 2D Platforming Adventure

cmdcstudios.org/huli/

- 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.
- Designed environments, levels, and gameplay that guide the player through the game's narrative.
- Incorporated & animated level cutscenes and cinematics for character storytelling and worldbuilding.

JUNE 2021