



PROFILE

I'm a games designer with a passion for military history, as well as table-top RPGs. I'm an excellent team worker with a strong sense of personal responsibility and a willingness to learn and improve. I hope to one day create great games that inspire others, just as I was.

PORTFOLIO

<https://apearsondev.org.uk/>

CONTACT

07722332297

Andrew.George.Pearson@googlemail.com

<https://www.linkedin.com/in/apearsondev/>

HOBBIES

Dungeons and Dragons
Hiking
Military History
Reading

REFERENCES AVAILABLE ON REQUEST

ANDREW PEARSON

Technical Game Designer

EDUCATION

Staffordshire University

2017 - 2020

1st Class BSc (Hons) Computer Gameplay Design and Production

Barton Peveril College

2015 - 2017

Level 3 - Computer Science, Physics, Math

EXPERIENCE

You Arrive In A Town

Released 26/01/2021

Level designer and assistant technical designer, responsible for documenting and implementing level layouts and mechanics, as well as making the assets to fulfill them.

GLOBAL GAMES JAM - Technical Designer

31/1/2020 - 2/2/2020 - 'Pair Up'

Created the core mechanics and helped balance the later systems. Shortlisted for the Grads In Games 2020 Awards for Student Game.

JAMFUZER - Technical Designer

28/02/2020-2/03/2020 - 'Eleap Dangerous'

Design level and environment updating systems as well as help shape character mechanics to fit within the brief.

SKILLS

- Unreal Engine 4
 - Good overall knowledge of the engine and a solid proficiency with Blueprint.
 - Capable with UMG in addition to UI animations.
 - Experience with the foliage and terrain tools.
 - Source Control Experience (Github and Perforce)
 - Managed a 16-person team during COVID-19
 - Solid documentation experience
 - Microsoft Word, Microsoft Power Point, Photoshop,
-