

ANDREW QUARTLEY

Technical Designer



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1st in Gradex 2024
Games Technical Design



1st Class Hons
Game Design

KEY SKILLS



- 5 years experience using **Unreal Engine** and **Blueprints Visual Scripting**
- 3 years experience with **3DS Max** creating high poly and low poly models.
- 3 years experience of creating **Technical Documentation** for games systems and mechanics.
- 2 years experience using **Unity Engine** utilizing **C#**
- 1 year experience using **C++** inside **Unreal Engine**, including with **Blueprints**
- Excellent **problem solving**, **bug testing** and **attention to detail**. Great **written** and **verbal communication skills**.

MAJOR PROJECTS



PROJECT R | *PROTOTYPING MODULE / STAFFORDSHIRE UNIVERSITY*

- Robot Combat game inspired by Lego & Robot Wars. Players compete against each other to try and destroy their opponent.
- Project was focused on learning modular physics based destruction using physics constraints.
- Initially created with Unreal Blueprints, a new version was then created to serve as a learning platform for c++
- Existing environment was remodelled in 3DS Max to prevent drawcall issues with existing Mecabricks high poly meshes

SPHERICAL JOURNEY | *GAME FEEL & POLISH MODULE / STAFFORDSHIRE UNIVERSITY*

- Cute 2.5D platformer about a spherical character trying to save his friends from evil Dr Pointy.
- Project was focused on game feel incorporating: camera shake, controller vibration, coyote timing, jump buffering, edge detection etc.
- Created entirely in Blueprints
- Entire environment was created using Unreal Engine's level design modelling tools.

EDUCATION



MASTERS DEGREE MSC COMPUTER GAME DESIGN | *STAFFORDSHIRE UNIVERSITY / 2024 - 2025*

Pursuing Masters Degree to further refine skillset: including game feel, system design documents and prototyping.

1ST PLACE GRADEX | *TECHNICAL DESIGN CATEGORY / STAFFORDSHIRE UNIVERSITY / 2024*

Won 1st place in the Technical Design Category held at Staffordshire University competing against fellow graduates. Competition judged by industry experts evaluating technical innovation and design execution.

1ST CLASS HONS | *BSC COMPUTER GAME DESIGN / STAFFORDSHIRE UNIVERSITY / 2020 - 2024*

Earning a first class honours degree was one of the highlights of my academic journey. Initially gained a solid foundation of key areas of game development including: modelling, texturing, design and programming, before deciding to specialize in technical design.

SOFTWARE



UNREAL ENGINE 5



UNREAL C++



UNITY ENGINE



UNITY C#



GITHUB



ADOBE PHOTOSHOP



ADOBE PREMIER PRO



3DS MAX



JIRA



MICROSOFT WORD



MICROSOFT EXCEL



MICROSOFT POWERPOINT