

# ANDREW QUARTLEY

## Technical Designer



Visit Portfolio: [www.andrewquartleygamedesign.com](http://www.andrewquartleygamedesign.com)



Visit My LinkedIn: [in/AndrewQuartley](https://in/AndrewQuartley)



Email me: [andrew.quartley01@gmail.com](mailto:andrew.quartley01@gmail.com)



**1st PLACE IN  
BEST TEAM AWARD**  
Games Republic Student  
Showcase 2025



**1st PLACE IN TECHNICAL  
DESIGN AWARD**  
Gradex 2024 at University of  
Staffordshire



**1st CLASS HONS  
GAME DESIGN**  
from University of  
Staffordshire

### KEY SKILLS

#### Multidisciplinary Game Development Expertise

Experience spanning game design, gameplay & systems programming, 3D asset creation and a deep understanding of industry workflows.

#### Proficiency in Industry Standard Tools

Expert in both visual scripting and traditional programming using Unreal Engine (Blueprints & C++) and Unity (C#).

#### Knowledge of Asset & Animation Pipelines

Skilled in 3D modelling using 3Ds Max and texturing & baking with Adobe Substance Painter, to create high and low poly game ready assets. Experience creating character rigs and using motion capture hardware to record, clean up and retarget character animations.

#### UK Games Industry Awareness

Well informed understanding of the games industry and career pathways available through having contacts with numerous industry professionals and recruiters.

#### Effective Communicator & Presenter

Strong public speaking and presentation skills developed from university presentations, game conventions and external events, including work for the NHS.

### TEACHING & PRESENTATION EXPERIENCE

#### Peer Mentoring & Informal Teaching

Frequently supported peers during collaborative projects by offering constructive feedback, introducing new tools and workflows, along with explaining technical and design principles.

#### Academic Presentations

Frequently delivered in-class presentations regarding topic introductions, technical breakdowns and project updates, which helped me to gain confidence in tailoring content to suit varying learning speeds and within different groups.

#### External Speaking Experience

Presented to NHS industry professionals during a healthcare hackathon, showcasing my team's Tamagotchi-style virtual pet solution. This experience strengthened my ability to communicate with non-game-focused audiences and justify my design decisions under pressure.

### EDUCATION

#### EXPECTED 1ST CLASS MSC COMPUTER GAME DESIGN

STAFFORDSHIRE UNIVERSITY | 2024 - 2025

Pursuing a Master's Degree to refine skills in game feel, system design, documentation and rapid prototyping. Developed strong presentation and public speaking skills through frequent class presentations including research findings and project progress updates.

#### 1ST CLASS HONOURS BSC COMPUTER GAME DESIGN

STAFFORDSHIRE UNIVERSITY | 2020 - 2024

Built a strong multi-disciplinary background across game design, gameplay and systems programming and asset creation. Transitioned focus towards technical design in later years, developing a strong interest in system development and programming within Unreal Engine.

GCSE and other qualifications available upon request

### WORK EXPERIENCE

#### ACCOUNTS ADMINISTRATOR SHAHRAM MOALLEMI & CO

JUNE 2017 - MARCH 2020

- Responsible for smaller clients, handling VAT returns and end of year accounts.
- Provided administrative support to accountants, including calculating sales and expenses, filing & contacting clients regarding missing documents.

#### PENSIONS ADMINISTRATOR EQUINITI

JUNE 2016 - JUNE 2017

- Responsible for processing admin duties for the Mineworkers Pension Scheme
- Processed members' deaths and lump sum withdrawals.

Prior work experience available upon request

### SOFTWARE



UNREAL ENGINE 5



UNREAL C++



UNITY ENGINE



UNITY C#



GITHUB



ADOBE PHOTOSHOP



ADOBE PREMIER PRO



ADOBE SUBSTANCE PAINTER



3DS MAX



JIRA



MICROSOFT 365



JETBRAINS RIDER