

ANDREW QUARTLEY

Technical Designer



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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

METICULOUS QA & DEBUGGING

Developed a methodical approach to testing custom vehicle physics. Logged technical & balancing issues on to Jira with actionable reproduction steps and performed regression testing to verify fixes and refine the player experience.

GAME ENGINES & DESIGN TOOL PROFICIENCY

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

GAME DEVELOPMENT EXPERTISE

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

EFFECTIVE COMMUNICATOR & PRESENTER

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

UK GAMES INDUSTRY AWARENESS

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

PROJECTS

KART RACING PROTOTYPE (Food Rush)

Engineered a custom vehicle physics and handling model for an arcade kart racer. Analysed popular racing titles to balance acceleration, drift & boost mechanics to optimize game feel.

ROBOT COMBAT PROTOTYPE (Project R)

Developed custom skid-steering vehicle dynamics and Chaos rigidbody physics for a 3D arena brawler utilising c++ & blueprints. Programmed a fully modular & satisfying robot destruction system.

2.5D PLATFORMER (Spherical Journey)

Over a 4-week solo sprint, prototyped a 2.5D platformer utilising custom physics based movement. Applied Steve Swink's Game Feel Principles (2008) to program excellent jump buffering, coyote time & apex modifiers.

EDUCATION

1ST CLASS MSC COMPUTER GAME DESIGN

STAFFORDSHIRE UNIVERSITY | 2024 - 2025

- Pursued a Master's Degree to refine skills in game feel, system design, documentation and rapid prototyping.
- Developed strong presentation and communication 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, developed a strong interest in system development and programming within Unreal Engine.

GCSE and other qualifications available upon request

INTERESTS

MOTORSPORT FAN

- Loved watching motorsport since a young age. Frequently attend a variety of racing series at Brands Hatch. Avid follower of BTCC, Indycar & V8 Supercars.

MOTORSPORT PHOTOGRAPHY

- Accredited motorsports photographer at club racing championships at Silverstone, Brands Hatch & Snetterton.

VIDEO GAMES

- Competitive sim racer with extensive experience in rFactor, TOCA, and Colin McRae series: achieved over 30 wins and 60 podiums across organized league championships.

SOFTWARE



UNITY ENGINE



UNITY C#



UNREAL ENGINE 5



UNREAL C++



GITHUB



ADOBE PHOTOSHOP



ADOBE PREMIER PRO



ADOBE SUBSTANCE PAINTER



3DS MAX



JIRA



MICROSOFT 365



JETBRAINS RIDER