

# Andrew Simpson

Game Designer/Developer

451 Oakdale Avenue  
Glencoe, IL 60022

847 370 2699

[simpsondesign.xyz](http://simpsondesign.xyz)

[andrew.c.s.simpson@gmail](mailto:andrew.c.s.simpson@gmail.com)

## Limber Games — Co-Founder, Lead Designer, Developer

Overthroner - Coop tactical roguelike (unreleased), June 2021 - November 2023 (Unity)

- Designed gameplay, enemies, levels, and encounters.
- Implemented game mechanics, AI, custom animation/VFX systems, and UI.
- Ran playtests, prototyped mechanics, and maintained documentation.
- Worked closely with artists to integrate & maintain 2D and 3D art.
- Created custom pipelines for level building, and animation/VFX creation.
- Edited/created dozens of custom animations & visual effects.

## EA Tiburon, Orlando FL— UI Technical Designer

Madden 2020, 2021, 2022, November 2018 - May 2021 (Frostbite)

- Built new UI systems, and implemented updates to existing UI systems/screens.
- Worked with artists for pixel-perfect asset integration.
- Partnered with UX designers to rapidly prototype concepts for iteration.
- Maintained set of custom built tools in proprietary game engine.
- Worked with engine team to develop best practices and teaching materials.
- Taught tutorial classes on visual scripting & engine usage to global EA offices.

## UCF FIEA, Orlando FL— Lead Designer on Student Team

Hypervital (student project), August 2017 - December 2018 (UE4)

- Lead design exercises for a cross disciplinary team of 18 people.
- Planned design expectations for a year-long development cycle.
- Iterated design through rapid prototyping and playtesting.
- Used visual scripting to implement a variety of complex, emergent systems.
- Established visual scripting standards and managed code reviews

## EDUCATION

### University of Central Florida FIEA- Orlando FL

Masters in Interactive Entertainment (Technical Design), December 2018

### University of Illinois Urbana- Champaign, IL

Bachelors in Industrial Design, December 2016

## Languages

C#  
Python  
Javascript  
Actionscript  
Visual Scripting  
Lua  
C++  
GML

## Tools & Engines

Unity  
Unreal Engine  
GameMaker Studio  
Photoshop  
Illustrator  
Github  
Perforce  
Spreadsheet (Excel, Sheets)

## Skills

Game Design  
Level Design  
UX/UI Design  
Game Design

## Programming

Documentation  
Brainstorming  
Ideation  
Prototyping  
(digital/physical)

Art Implementation  
Animation Editing  
VFX design