

# Andrew Simpson

Game Developer | Technical Designer

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## WORK EXPERIENCE

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### Limber Games

*Co-Founder*

**Overthrone (unreleased, Unity)**

June 2021 - Present | *Remote*

- As the primary designer on the team I designed, documented, and implemented:
  - Roguelike gameplay loop, including meta progression, drafting, and random encounter generation.
  - 19+ enemies, each with multiple attack patterns and custom AI.
  - 32 player abilities, with an emphasis on evoking exciting tactical experiences.
  - 6 levels, all of which were designed to maximize encounter diversity and replayability.
- My tech design responsibilities included:
  - Running playtests, and organizing and implementing playtest feedback.
  - Collaborating closely with our artists to implement 2D and 3D assets.
  - Adapting tools and building custom pipelines for level building and animation.
  - Editing, adjusting, and creating animations and visual effects.

### EA Tiburon

*UI Technical Designer*

**Madden 2020, 2021, 2022 (Frostbite)**

Nov. 2018 - May 2021 | *Orlando, FL*

- Implemented & prototyped novel UI systems for multiple game contexts, including:
  - On-Field/HUD gameplay displays.
  - Narrative text message, conversation, and decision making features.
  - Informational, logistics, and planning menus.
- As the Visual Scripting subject matter expert on the team, I also
  - Built tools to implement the existing style guide into a new engine.
  - Established technical standards, taught workshops, and managed code reviews
  - Worked with the engine team to develop and test new features
  - Acted as a liaison for the global EA UI community

### UCF FIEA

*Lead Designer, Tech Designer*

**Hypervital (UE4)**

Aug. 2017 - Dec 2018 | *Orlando, FL*

- Lead a team of 5 designers on an 18 person student project.
- Prototyped complex emergent sandbox systems using Blueprints (UE4)
- Established technical standards, managed code reviews, and optimized a large code base.
- Planned design exercises, set goals, and managed tasks and deliverables for my design team.

## EDUCATION

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### UCF FIEA

Dec 2018

*Masters, Interactive Entertainment (Technical Design)*

- Won 1st place in the annual student design competition.

### UIUC

Dec 2016

*BFA, Industrial Design, Minor in Informatics.*

## SKILLS

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- Languages:** Visual scripting (general, blueprints, schematics); C#; Python; Javascript/Actionscript; LUA
- Tools:** Unity, UE4, Frostbite, GameMaker, Photoshop, Illustrator, Excel, Git, Perforce, UMotion
- Soft Skills:** Game Design; Design Documentation; Interdisciplinary communication; Written/verbal communication; Brainstorming & ideation; Rapid prototyping (digital/physical)
- Non Videogame Interests:** TTRPGs (D&D, WFRP, PF1&2); Disc golf; Board games; Reading (books, web serials, random wikipedia pages, etc.)