

Andrew Winn

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Personal Statement

I'm a Games Design student focussed on systems and level design. I'm studying at Manchester Metropolitan University in my third year, but about to graduate! My specialism is in Unity 2D but I have experience in Unreal Engine 5. My time at MMU has given me experience in Aseprite, Maya, Figma and Substance Painter. Experience with Jira and Excel for managing and evaluating indie games.

Education

2023-2026 BSc (Hons) Games Design Manchester Metropolitan University

- Projected for a 1st class degree over a 3-year course

Relevant Modules

- Games, Players and Data- 100%
 - Analysing pre-existing telemetry data qualitatively and quantitatively
 - Utilised Excel to display and reorganise data to create relevant graph materials
 - Created a design report suggesting practical improvements to game features based on telemetry data
- Rapid Games Prototyping- 78%
 - Designed and developed 6 game prototypes over 11 weeks
 - Developed 3 games in Unreal Engine, exploring gameplay loops, UI/UX and puzzle design
 - Learnt and utilised Unity Engine, exploring novel applications of turn-based mechanics
- VFX and Games Production Studio- 78%
 - Fulfilled the role of project lead for a large-scale indie project

Experience

Web Development- BAE Systems work experience

- Week-long web game development project
- Developing an easter egg game into a commercial website using JavaScript, HTML and CSS

Web Development- A level Computer Science

- Year-long web development project
- Developed a JavaScript solution to automatically generate a variably sized maze game and an AI to navigate the maze using a search algorithm

Project Lead- Simulated Work Environment CheddarCat

- Designed and formally pitched a commercially viable indie game
- Lead a team of 8 people for 3 months (September- Early December 2025)
- Utilised industry standard applications like Jira and GitHub

- Weekly sprint planning using Jira
- Creating a development framework for a Turn Based Strategy game inside Unity utilising manager methodologies
- Giving constructive feedback to developers and artists
- Creating pixel art graphics and character animations using Aseprite
- Art director for gameplay and HUD elements
- Animated an isometric player character

Skills

Hard Skills

- Unity 2D
 - Utilising multiple design frameworks, including Observer patterns, Singleton patterns, class inheritance and script composition
 - Level design and iterating based on feedback and telemetry data
- Unreal Engine 5
 - Level design processes including white boxing and designing for player behaviours
 - UI and UX design
 - AI design
- Jira
 - Sprint planning
 - Evaluating work and giving feedback reports
- Aseprite
 - Animation
 - UI design
 - Character design
 - Tilemap creation
- Figma
- Maya
- Substance Painter

Soft Skills

- Team leadership- Refocussing project goals and managing people
- Constructive communication- Giving and receiving feedback with an actionable plan for improvement
- Pitching and presenting to crowds
- Work ethic- Always punctual with deadlines and flexible to scope changes
- Proactive- Makes intelligent and forward thinking design choices before implementing systems
- Conflict resolution
- Curiosity
- Open to new concepts and practises