

Andrew Winn

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Personal Statement

I'm a Games Design graduate focussed on systems and level design who studied at Manchester Metropolitan University and was awarded with a 1st class BSc in Games Design. My specialism is in Unity 2D but I have experience in Unreal Engine 5. My time at MMU has given me knowledge in using Aseprite, Maya, Figma and Substance Painter, also experience with Jira and Excel for managing and evaluating indie games productions.

Education

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

- 1st class Bachelor of Science in Games Design 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 for 3 games, 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
 - Managed sprint planning and team leadership roles successfully
- Synoptic Project - 79%
 - Produced a Unity 2D title that has been published on Itch.io
 - Awarded 2nd place at the 2026 Game Republic Student Showcase for the 'Team 17 Game Level Design' award

Experience

Web Development- A level Computer Science (Late 2022- 2023)

- 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 (September- Early December 2025)

- Designed and formally pitched a commercially viable indie game
- Lead a team of 8 people for 3 months
- Utilised industry standard applications like Jira and GitHub
- Faced real-world challenges like scope shifting and team reallocation
- 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

Other Experience

Lifeguard- Swim! England (August 2022- August 2023)

Volunteer Worker- Age UK (August 2026- Present)

Skills

Hard Skills

Research & Data Analysis

- Qualitative and quantitative analysis of player/telemetry data
- Data organisation, visualisation, and reporting using Excel
- Translating research and playtest findings into clear, actionable recommendations
- Structured playtesting and observation to inform iterative design

Communication & Interpersonal

- Clear written communication, including formal design and data reports
- Verbal communication and rapport-building across cross-functional teams (design, art, programming, stakeholders)
- Confident presenting findings and progress to a team, including weekly stand-ups and pitches
- Comfortable asking questions, seeking support, and building relationships with new collaborators

Tools & Software

- Microsoft Excel (data analysis, reporting, visualisation)
- Microsoft Office Suite
- Jira (task planning, feedback communication)
- Aseprite, Figma (2D graphic design)
- Maya, Substance Painter (3D modelling)
- Unity 2D, Unreal Engine 5 (Game Prototyping)
- C#, UE5 Blueprints, GDscript, Javascript (Programming languages)

Soft Skills

- Team leadership- Refocussing project goals and managing people, including conflict resolution
- Constructive communication- Giving and receiving feedback with an actionable plan for improvement
- Resilience- Always punctual with deadlines and flexible to scope changes
- Proactive- Makes intelligent and forward-thinking design choices before implementing systems
- Lifelong passion for games and game design