

Andrew Tidey

Level Designer

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SUMMARY

Level Designer with hands-on experience designing immersive sim level and multiplayer level design. Skilled in Unreal Blueprints, Unity C#, Godot GDScript. Strong foundation in gameplay mechanics and balance. Experienced in prototyping systems and iterating on level design rapidly based on playtest feedback. Quick to adapt to in-house tools thanks to broad engine experience. Comfortable collaborating across disciplines including Art, Animation, Audio, Code, and Narrative. Currently studying as 4th year BSc (Hons) in Game Design and Production at Abertay.

KEY SKILLS

Level Design

- Mission design, immersive sim sandboxes and multiplayer map layouts
- Mechanic-driven flow, enemy placement, and environmental guidance
- Balancing gameplay systems in multiplayer modes

Gameplay Prototyping

- Rapid concepting and iteration in Unreal Blueprints, Godot GDScript, and Unity C#
- Designing and testing core mechanics, movement systems, and power-ups
- Prototyping real-time multiplayer gameplay systems

Cross-Discipline Collaboration

- Iterating quickly with Art, Animation, Audio, Code, and Narrative teams
- Facilitating playtests, documenting bugs, and tuning based on feedback
- Agile workflows, version control (Git, Perforce), and clear documentation

Tools & Engine Fluency

Unreal Engine · Unity · Godot · Dreams PS4 · Autodesk Maya · Blender · Wwise · Reaper · Git · Perforce

PROJECTS

Loose Juice – University Professional Project

Made as university project under the mentorship of the Rockstar education department
Level Design, Gameplay Designer, Unity

- Ideation, concept, obstacle design for temple level
- Blockouts, playtesting and level iteration
- Architectural approach using prospect and refuge spaces
- Large multiplayer map design

Mistborn: Infiltrate Kredik Shaw – Level Design Project

Level Design, Mechanics, Unreal Engine

- Prototyped emergent physics sandbox and traversal system
- Designed city-scale stealth mission with immersive sim design, with breadcrumb to guide players through maze-like environments.
- Scripted NPCs, enemy AI with complex emergent behaviour trees
- Integrated stealth and weapon systems to support tactical freedom and immersive world design.

Moon of Aeris – Sci-fi Open World FPS

Level Design, Mechanics, Unreal Engine

- World concept, ideation and asset placement
- Open world level design, focused on exploration and player guidance
- Fps character and vehicle scripting
- Dynamic NPC movement, 5 enemy types

EDUCATION

BA (Hons) Game Design & Production, Abertay University (2023–2027)

Modules: Developing Game Concepts (A) · Game Engines (A+) · Level Design and Scripting (A+) · Game Audio (A+) · UI and UX (B+) · Visual Design for Games (A+)