

Luke Andrews

Game Designer and Developer



Profile

Game Designer and Developer with 1+ years professional experience in the industry, I am skilled in Unity and Cocos engine that focusses on C# as my main coding discipline. Industry experience in GDDs and Game production from start to finish. Teamwork and collaboration are vital and words that I live by!

Work

September 2024 -

Role: Consultant Game Designer and Developer

I am currently a Rapid Prototype Developer and Game Designer at Kingsize Games.

- Focus on fast iterations and Prototypes to match the clients needs
- Built 2d Games that focuses on playability from start to finish
- Worked on extensive GDD's that highlight all aspects of the current game at work
- Collaborated with Artists and Sound designers daily to integrate assets into 2D game environments
- Participated in daily team meetings and design calls to align goals and provide updates to ensure smooth development progress is reached

April 2024-September 2024

2D Minigame Developer

I worked as a 2D minigame developer with a team of around 30 other people developing an old remake game of a massive MMO that was made by Lucasfilm

Jan 2021- 2024

Discord Moderation and Community Management

Helped many web 3 crypto companies with day-to-day administration and helped clients with general questions. would organise meetings and allocate work to others depending on specific situations and scenarios

Jan 2020- 2021

Panel and Pane Joinery

Floor Associate and Door Manufacturer

Worked on the operations floor and managed around 15 staff, did labour-related work with manufacturing doors, delivered them to sites, and attended site meetings. Assisted with admin work due to computer knowledge.

Reference

Terry Andrews

Panel and Pane Joinery

Phone: 0832519264

Email : accounts@panelandpane.co.za



Contact

Lukeandrews70@gmail.com
Durban, South Africa

<https://www.linkedin.com/in/luke-andrews-6a8254279/>

<https://www.lukeandrewsportfolio.com/>



Education

● Vega, Durban

Graduated with Distinction in Video Game Design and Development, Class of 2024

● Curro Hillcrest high

Graduated Matric
Completed in 2020

Skills

PERSONAL

- Creative Thinking
- Negotiation
- Communication Skills
- Management skills
- Teamwork

Game Design and Development

- Gameplay Systems
- Game Loops
- UX/UI integration
- Minigame Development
- 3D game development
- QA tester



Awards

Received Custodian(Prefect)
Outreach and PR

Class Rep (2024)

Graduate class 2024 with Distinction