Andy Simms

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acsimms.com

WORK HISTORY

OCT 2015 - CURRENT

SP – ASSOCIATE GAME DESIGNER
INFINITY WARD

- Implemented content and systems for the single player campaign of *Call of Duty: Infinite Warfare* using the studio's in-house tools and C-based scripting language.
- Made key contributions to the Retribution hub levels, including work on the E3 Ship Assault showcase video, and was responsible for the Black Sky: Parade intro level.
- Currently working on new mission content for an unannounced title.

JAN 2013 - SEPT 2015

GAME DESIGNER
KIWI / SGN *(promoted from Jr. Game Designer in Aug 2013)*

- Designed gameplay systems and content for the mobile Card-RPG *Age of Espers*.
- Designed and documented the guild interface and chat system for Kiwi's casual builder titles. (*Shipwrecked, Westbound, Skull Island*)
- Worked in a three-person team to build a pattern/memory mini-game for *Shipwrecked*'s weekly event system.

JAN 2009 - DEC 2010

SALES SPECIALIST
UBM GAME NETWORK

- Served as the exhibitor point of contact for sales/events related inquiries for GDC 2009 and GDC Europe 2010.
- Managed the advertising and job board of Gamasutra.com and other UBM websites.
- Assisted the sales director and account managers by resolving issues related to accounting, event logistics, and advertising deliverables.

JUNE 2007 - SEPT 2007

QA TESTER
NAMCO BANDAI GAMES

- Investigated and reported gameplay, localization, multiplayer, and certification issues for Ace Combat 6 and an unreleased Wii title.

SKILLS

Design: Level Design, Systems Design, Rapid Prototyping, Level Optimization, Progression Systems, Content Balancing, F2P Monetization, Design Documentation

Engines/Frameworks: Unreal, Unity, idTech/Radiant

Programming: C#, C++, Lua, GSC, Kismet/Blueprints, HTML/CSS

Art: Photoshop, 3DS Max, Pyxel Edit, Traditional Painting and Sketching

Productivity Tools: MS Office, GSuite, Jira, Perforce, Visual Studio, Trello, Tortoise SVN

Production Methods: Scrum, Agile, Waterfall

EDUCATION

JAN 2011 - DEC 2012

LEVEL DESIGN CERTIFICATION
THE GUILDHALL AT SMU

- Studied the game development process and built games and levels over an intensive two-year graduate program.
- Led a 15-student team to develop the *Rite of Elements*, a third person action-puzzle game built using the Unreal Engine.
- Independently developed levels using Gears of War, Half-Life, and Skyrim mod-tools, and programmed small games using C# and Lua.

SEPT 2004 - JUNE 2008

COMMUNICATION & FILM
SANTA CLARA UNIVERSITY

- Studied film production and communication, with additional courses in marketing, computer science, and Japanese.