

Andrew Clifft

Game Designer

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-  [Portfolio Website](#)

Skills

Unity



Unreal Engine 4



Maya modeling



Blender



Python



Visual Studio



Substance Paint



Photoshop



Perforce



GitHub



Microsoft Office



Mac and Windows

Extra Activities

Game Jams

Mission work

Hiking

Bible Study

Education

- 08 - 2017 – **Bachelor of Science: Game Design**
- 06 - 2021 DePaul University, Chicago, IL
 - Graduated Cum Laude

Experiences

- 06 - 2021 – **E.I.M Senior Specialist / Consultant**
- 04 - 2022 Tyson Foods, Fayetteville, AR
 - Mastered new internal computer system.
 - Responsible for teaching new SAP/ERP system to supervisors and plant workers ensuring a successful system conversion.
 - Leveraged critical thinking skills to solve systematic issues in a timely matter.
- 01 - 2019 – **Mathnasium Game Night**
- 03 - 2019
 - Led a team of 5 students to create a physical game for a special math game night with the Mathnasium Company.
 - Successfully Incorporated an adaptive, easy to learn card game for all levels of math experience.
 - Cultivated relationships with team members by working with our specific skillsets meeting deadlines with Scrum.
- 09 - 2019 – **DePaul Originals Game Studio**
- 06 - 2020 Assistant Level Designer and Quest designer
 - Designed multiple quest narratives using visual elements for impactful storytelling.
 - Served as an asset maker and completed multiple models each week.
 - Designed a detailed level layout with puzzle and platforming mechanics.

Projects

- 06 - 2022 – **Shape Escape (Unity)**
- 05 - 2022
 - Metroidvania Month Jam from May 15th to June 15th
 - Created a Metroidvania with the theme of shapeshift.
 - Designed a well thought out level map with different areas accessible only with specific powers.
- 10 - 2020 – **Proving Grounds Team Leader (UE4)**
- 06 - 2021
 - Led a team of 7 to create Proving Grounds, an Egyptian themed game, using Unreal.
 - Successfully Incorporated my ideas and design philosophy.
 - Cultivated professional working relationships with designers, programmers, and artists.
 - Maximized team performance by reassigning duties, as needed, to meet deadlines.

- 09 - 2018 – **Recycle to Save (Physical)**
- 11 - 2018
 - Designed a very slow strategic game in which the game will teach you recycling practices to clean the planet
 - Created cards and play tested multiple iterations of them each week.