Andrew McAtominey - Senior Gameplay Designer

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Rovio Entertainment | (Apr. 2022 - Present) *2 years 2 months*
Senior Gameplay Designer
New Games Team
- Leading design on a New Games team to support ambitions to create a new live game for the studio.
- Explored & built prototypes for various physics-based action games in Unity with a small team.
- Designed and balanced mechanics and gameplay features to iterate and deliver fun gameplay cores.

Angry Birds 2
- Tasked with helping the level team focus on expanding level design initiatives throughout the game; implemented processes to improve the team's workflow, design tools, and the planning of tasks.
- Facilitated brainstorms and planning of new features, assisted on the design of existing live features.
- Mentored designers in their current work and future professional development.

Gameplay Designer
Bad Piggies 2
- Helped create the core game experience and provide a design vision for the development team.
- Worked on the core gameplay loop and level structure; created levels and level guidelines for the team.
- Designed core gameplay features and engine tooling with a cross-craft development team.

King | (Sep. 2019 - Apr. 2022) *2 years 7 months*
Level Designer
Candy Crush Soda Saga
- Designed and balanced levels across the game and pushed the quality bar with frequent reviews and knowledge sharing with the level design team.
- Designed new blockers and game modes in collaboration with other disciplines.
- Onboarded and integrated an outsourcing team, ensured level quality remained high with teachings and documentation.

Pocket Money Games | (2016-2018)

Level Design Intern
- Designed levels for a VR puzzle game, "*Henry the Hamster Handler*", exploring and solving new design challenges presented by the VR platform.
- Worked on various indie games for VR & Nintendo Switch, designing puzzles & mechanics, and prototyped several unreleased concepts.

Shipped Titles & Game Contributions
Bad Piggies 2 (2022-2023) - iOS, Android
Candy Crush Soda Saga (2019 - 2022) - iOS, Android, Windows, Facebook
Henry the Hamster Handler (2018) - Nintendo Switch
Dimension Hunter VR (2017) - PC Steam
Henry the Hamster Handler VR (2016) - PC Steam

Education
Bachelors Degree in ***Computer Games Design and Production*** - **Northumbria University,** (First-class honours)