

ANDRE GOTTGTROY

Game Designer

PROFESSIONAL SUMMARY

- 4+ years' experience as a technically fluent game designer across mobile and PC platforms
- Versatile contributor with a track record of delivering engaging, retention-focused features
- Supportive leader and mentor who values collaboration, open communication in game development
- Combines creative problem-solving and analytical thinking with a passion for player-first design and continuous learning to build engaging, high-quality gameplay experiences

WORK HISTORY

Intermediate Game Designer, 11/2021 - Current

Mytona, Auckland, New Zealand

Ravenhill [Proprietary] | Outfire [Unity] | Hublix [UE4]

- Designed core systems for various projects (*including quests/tasks, gameplay, UI/UX, content, monetization, meta, systems/technical, social, game modes, events*)
- Pitched game ideas, systems and features to producers and C-suite stakeholders.
- Utilized cross-disciplinary knowledge to bridge the gap between disciplines.
- Mentored junior designers across global teams & led internships, successfully promoting them within the team.
- Led the creation of New Zealand office internship scheme, and responsible for multiple interns.
- **Hublix:** Supported innovative gameplay exploration as part of the R&D and prototyping team.
- **Hublix:** Promoted to NZ team lead | deputy lead; built design team.
- Actively contributed to hiring and onboarding processes
- **Hublix:** Promoted to Deputy producer focusing as a Creative producer leading art, design and sound teams.
- **Hublix:** Spearheaded design vision, documentation, and systems implementation.

Junior Game Designer, 09/2020 - 11/2021

Mytona, Auckland, New Zealand

Hublix [UE 4]

- Pitched game ideas, systems and features to producers and C-suite stakeholders.
- Created full documentation, gameplay loops, and system flows.
- Supported innovative gameplay exploration as part of the R&D and prototyping team.
- Utilized cross-disciplinary knowledge to bridge the gap between disciplines.



Auckland | NZ



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EXPERTISE

Holistic Design Approach

Systems | Technical | R&D |
Content | Gameplay |
Monetization | Social | Meta Design

Creative | Analytical Thinking
Game | Feature Pitching

Mentoring | Team Leading
Agile Methodologies | Tools

TOOLS

Engines

Unreal | Unity | Proprietary

Design

Figma | Miro | Adobe suite
Coda | Windows & Google suites

Languages

Visual Scripting (*Unreal Blueprints*)
C | C++ | C# | Javascript
Python | Lua
GLSL | Unity Shader Language

Planning & Dev

Wrike | Jira | HacknPlan | Trello
Confluence | GitHub | BitBucket

EDUCATION

Bachelor of Software Engineering, 02/2016 - 11/2018

Media Design School - Auckland,
New Zealand
Awarded A- Grade

Diploma in Digital Creativity, 02/2015 - 11/2015

Media Design School - Auckland,
New Zealand
Awarded Merit

Data Science, 06/2020 - 09/2022
IBM Data Science Professional
Certificate - Coursera

- Spearheaded design vision, documentation, and systems implementation.

Graduate Software Engineer (C#/.Net), 05/2019 - 06/2020
Vistic Ltd, New Plymouth, NZ

- API and feature development in C#/.NET; agile testing & support.

PERSONAL ACOMPLISHMENTS

- Designed a feature (Cooking Diary - Social hangout areas) nominated as a finalist for **Game Refinery - Mobile Gamedev Awards - Best feature innovation 2022.**
<https://www.gamerefinery.com/mobile-gamedev-awards-2022/>
- Presented a talk in the New Zealand Game Developers Conference.
- Judged for the Pavs awards multiple years (New Zealand games awards) - <https://nzgamesfest.com/the-pavs/>
- Represented the company in various games conventions, such as Spark Game Arena -
<https://www.spark.co.nz/online/benefits/gaming?srsId=AfmBOooy3xQY53DY8IPOzCPUdZ-WmCZLVDgWDFcGmWODHkLY3xbY5acU>
- **Outward Bounds 21 Days Classic Course** - 2015 Outward Bounds, Anakiwa, New Zealand
- **Duke of Edinburgh's Award - Bronze** - 2007 Awarded to participants that have completed the Duke of Edinburgh's Bronze Award requirements: The participant must work on each section (volunteering, skills, physical, expedition) for 3-6 months

INTERESTS

Tabletop RPGs | Wargames |
Board Games | Sci-fi | Fantasy |
Classical History | Mythology |
Cooking | Travel |
Sports (*Football, Volleyball,*
Ice/Inline Hockey, Basketball)