TEO QERIMI

Game Designer

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EDUCATION

Computer Games Design (BSc) – First Class, University of Staffordshire (2022 - 2025)

SKILLS

(Game Design)

- Systems Design
- Mechanics Design
- Level Design
- Narrative Design
- Player Psychology
- Economy Balancing
- UX/UI Principles
- Technical Scripting
- Rapid Prototyping

(Development Tools)

- Unreal Engine 5
- Blender
- Photoshop
- Twine/ Articy Draft
- Perforce
- GitHub

(Productivity Tools)

- Jira
- Miro
- Trello
- Confluence

(Documentation Tools)

- Microsoft Office 365
- Google Docs/Sheets
- Notion
- Figma

SOFT SKILLS

- Problem Solving
- Agile Development
- Collaboration
- Communication
- Documentation

PROFILE

I am a highly motivated and versatile game design graduate specializing in core mechanics, technical design and narrative systems. I possess a strong foundational knowledge across multiple development disciplines, enabling effective and holistic approach to creating engaging and polished player experiences.

EXPERIENCE

Volunteered at "WASD" games convention (2023/2024):

- Participated in the exhibition and presentation of upcoming (or recently released) games for teams such as Curve Games, Angry Mob Games, The Yogscast

Volunteered at the "London Games Fest" exhibition (2025):

- Participated in the "New Game Plus" event (3/4 April), "Games Finance Market" (9 April), "Trafalgar Square Takeover" event (11 April)

Competed at the "Ukie Student Game Jam" (2025):

- My team's entry, "Bartholomew.exe", won the "Technical Achievement Award". My team consisted of 5 individuals including myself, and the contest lasted a total of 36 hours, with the theme being "Contrast".
- My contributions to this project were the design and balancing of the duality of the dream and nightmare modes functionality, and that of the monster's behaviour, acting as the hunter during nightmare mode and prey in dream mode.

Showcased at the "GradEx Degree Show" exhibition (2025):

- My project, "Water, I Beg", was awarded with the "1st Place" award, in its category "gameplay prototypes".
- In this solo project, I designed and produced a prototype of a game lasting 14 "in-game" days, with an interactive narrative that adapts to player actions and can lead up to7 unique endings.