

TEO QERIMI

+447305588204 | Email: teogerimi@gmail.com

Portfolio: <https://www.teogerimi.com/> | LinkedIn: <https://www.linkedin.com/in/teo-qerimi/>

WORK EXPERIENCE

GAMECRAFTERS' COLLECTIVE – Game Designer

[May 2026 – Present]

- Design systems, mechanics, gameplay and player progression for a new survival horror title.
- Co-own and maintain the Game Design Document (GDD) as the central source of truth, ensuring clear design intent across art, programming, writing and audio disciplines.
- Collaborate cross-functionally with artists, programmers, and other designers to align on creative vision, technical constraints, and project milestones.
- Contribute to narrative, ensuring mechanics serve the game's tone, atmosphere, and player immersion.
- Iterate on designs based on internal feedback and design reviews, refining systems before they move into production.

GAMES FOR LOVE – Game Systems Designer

[January 2026 – Present]

- Own the design of player progression through the game's (narrative) campaign mode, crafting ability unlocks, stat upgrades, and more to create a satisfying sense of growth and mastery across the player's journey.
- Balance and fine-tune all ability systems, including effects, cooldowns, ability types, and maintain tight integration with the game's narrative themes and character identity.
- Maintain clear documentation to ensure smooth implementation and alignment across disciplines.

PROJECT EXPERIENCE

BARTHOLOMEW.EXE – Game Designer/Technical Designer

"Bartholomew.exe" is a maze thriller built on a core mechanic of power reversal. You are trapped in a shifting labyrinth where reality exists in two states. This project was recognized with the Technical Achievement award in the Ukie Students Game Jam.

- Closely collaborated with a 5-person team to develop and deliver the game "Bartholomew.exe" within a tight 36-hour deadline.
- Co-designed the original game concept and core gameplay loop, establishing the creative vision for the game.
- Designed the core duality mechanic where the player and monster swap roles between "Dream" and "Nightmare" modes, creating a compelling power reversal and engaging gameplay loop.

WATER, I BEG – Solo Developer

"Water, I Beg" is a branching narrative game, where the player assumes the role of an officer at a Water Allocation Checkpoint. This project was recognized with the 1st Place in its category "Gameplay Prototypes" in the GradEx Degree Show.

- Designed and developed a solo prototype featuring a 14-day narrative where player choices can lead up to 7 unique endings.
- Implemented a dynamic character system where key narrative figures guide plot, while modularly generated characters ensure a unique experience each playthrough.
- Owned and built a rich dialogue system where character relationships and story outcomes evolved based on player choices, including a core resource-management mechanic (water allocation) that characters would react to.
- Spearheaded all aspects of this project from inception to completion, including 3D modeling, systems design, narrative writing, and final production.

TWIN FLAMES – Lead Game Designer

"Twin Flames" is a co-op puzzle adventure where you play as two sentient candles, brought to life by a fearful wizard with the goal to light up his tower.

- Managed the Game Design department (7 Designers) for a 28-person student project. Directed the vision and execution of a 3-level Puzzle Platformer, leading the project to a First-Class distinction.
- Bridged communication between art, programming and production leads as well as guiding junior members to achieve a cohesive and well-rounded product.
- Maintained and updated a central design document (GDD) as the single source of truth for the project's vision and systems.

- Designed the tutorial level and guided the vision for the subsequent two levels, ensuring a consistently engaging and well-paced difficulty curve.

EDUCATION

University of Staffordshire:

Computer Games Design (Bachelor of Science with Honours) – First Class

ADDITIONAL INFORMATION

- **Game Design Skills:** Systems Design, Mechanics Design, Level Design, Narrative Design, Player Psychology, Economy Balancing, UX/UI Principles, Technical Scripting, Rapid Prototyping.
- **Soft Skills:** Problem Solving, Attention to Detail, Leadership, Time Management, Adaptability, Agile Development, Cross-Functional Collaboration, Communication, Documentation.
- **Software/Programs:** Unreal Engine 5, Blender, Photoshop, Twine/ Articy Draft, Perforce, GitHub, Jira, Miro, Trello, Confluence, Microsoft Office 365, Google Docs/Sheets, Notion, Figma.