

TEO QERIMI

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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 30-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.
- Owned the player onboarding experience by designing the tutorial level and guiding the vision for the subsequent two levels, ensuring a consistently engaging and well-paced difficulty curve.

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.

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.
- **Software/Programs:** Unreal Engine 5, Blender, Photoshop, Twine/ Articy Draft, Perforce, GitHub, Jira, Miro, Trello, Confluence, Microsoft Office 365, Google Docs/Sheets, Notion, Figma