

ANDREAS GEORGIU

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OBJECTIVE

As a dedicated game developer with a lifelong passion for game creation, I bring eight years of expertise in Unreal Engine, specializing in crafting innovative and immersive gaming experiences. My professional journey includes roles as a Lead Game Designer at Worlds and a Technical Designer at Consortium9, where I spearheaded the development of advanced gameplay systems, optimized performance, and enhanced player engagement. At Worlds, I drive the creation of cutting-edge multiplayer FPS features. Committed to continuous learning and refinement, I strive to push the boundaries of game design while ensuring my creative vision is fully realized.

SKILLS

Unreal Engine Proficiency, Multiplayer Development, Blueprint Expertise, Performance Optimization, Agile Development Methodology, Gameplay Ability System (GAS), Technical Animation, Game Physics, Version Control (e.g., Git), Project Management, Problem Solving, Quality Assurance and Testing, Cross-functional Team Collaboration, Debugging and Troubleshooting, Rapid Prototyping

EXPERIENCE

Lead Game Designer

Mar 2025 - Present

Worlds

- Led the design and execution of groundbreaking gameplay systems in a cutting-edge multiplayer FPS, driving innovation and enhancing player engagement.
- Directed a team of designers and developers to refine core mechanics, ensuring balanced and immersive gameplay experiences.
- Spearheaded the creation of advanced player progression and competitive ranking systems, improving retention and fostering long-term engagement.
- Optimized game economy and reward structures to enhance player motivation, contributing to a measurable increase in active player sessions.
- Collaborated closely with cross-functional teams to define the game's creative vision, ensuring seamless integration of mechanics, narrative, and visual design.

Technical Designer

Dec 2023 - Mar 2025

Worlds

- Spearheaded the implementation of innovative gameplay systems in a cutting-edge multiplayer FPS, significantly enhancing player engagement and game dynamics.
- Developed and optimized elegant and performant Blueprints code, contributing to seamless gameplay experiences and robust system performance.
- Leveraged extensive experience with Gameplay Ability System (GAS) and multiplayer replication to create complex, high-impact game mechanics, resulting in a smoother, more immersive multiplayer environment.
- Collaborated closely with a dedicated team of Unreal developers and tech artists to push the creative boundaries of Unreal Engine 5, ensuring graphical excellence and novel mechanics in our PC titles.
- Excelled in a remote-first, innovation-driven environment, effectively managing independent work and contributing to accelerated project timelines.

Technical Designer

Jan 2023 - Dec 2023

Consortium9

- Conceptualized, designed, and meticulously executed game systems, resulting in the successful development of five game features that greatly enriched the player experience. For instance, our innovative character progression system led to a 20% increase in player retention.

- Demonstrated exceptional leadership by spearheading the development of three critical features, contributing to a 10% reduction in development time and ensuring on-time project delivery. Notably, our team's efforts in creating a real-time multiplayer mode received rave reviews, attracting hundreds of new players within the first month of testing.
- Collaborated seamlessly with the QA team to integrate features efficiently, delivering bug-free iterations and streamlining the testing process, reducing bug resolution time by 25%. This efficient collaboration resulted in fewer bug reports, improving the game's reputation for quality and stability.
- Implemented cutting-edge technical animations in Unreal Engine 5, elevating character realism by 20% and boosting environmental interactions by 15%, directly enhancing player engagement.
- Optimized Unreal Engine 5 sound integration, reducing loading times by 25% and achieving a 30% enhancement in overall audio quality. Elevated player satisfaction and retention through an immersive sound experience.

Game Developer

Mar 2016 - Present

Unreal Engine

- Engineered captivating game prototypes by harnessing the power of Blueprints and programming languages such as C++, enabling rapid idea validation and accelerating development timelines.
- Crafted visually stunning and immersive game experiences by meticulously designing graphics, audio, and AI behavioral elements, resulting in the development of the visually distinct and engaging game, Grapple Hoops.
- Mastered the art of gameplay balance and fine-tuning, driving critical acclaim and commercial success. Notably, my contributions led to a 40% increase in player retention and a 50% growth in revenue for Grapple Hoops.
- Exemplified project management expertise by meticulously tracking project requirements and proactively addressing issues, ensuring the on-time completion of multiple projects while exceeding quality benchmarks.
- Demonstrated a continuous commitment to growth by rapidly acquiring and applying new skills to daily tasks. This proactive approach led to a 10% reduction in production time.

EDUCATION

Bachelor of Computer Science, National and Kapodistrian University of Athens

PROJECTS

Developed and Launched Grapple Hoops on Steam. Designed, developed, and successfully launched Grapple Hoops, a fast-paced first-person action game that blends basketball, parkour, grappling hooks, and explosive gameplay. Leveraged Unreal Engine to create a high-energy experience with fluid movement mechanics and dynamic physics. Implemented engaging gameplay loops, leading to positive player reception and strong community engagement. Managed all aspects of development, from prototyping to publishing on Steam, ensuring a polished and immersive experience. ([Try it here](#))

ACHIEVEMENTS

Epic Mega Grants Recipient. Recognized by Epic Games as an Epic Mega Grants Recipient, securing substantial funding and support for the innovative development of Grapple Hoops. Selected based on the game's creativity, technical excellence, and potential impact within the Unreal Engine ecosystem. This grant enabled further refinement of gameplay mechanics, enhanced visual fidelity, and expanded community engagement, contributing to the game's successful launch on Steam.

LEADERSHIP

As the Lead Game Designer at Worlds, I directed a team of designers and developers, ensuring innovative gameplay design and efficient production pipelines. I also mentored junior developers, providing guidance on Unreal Engine best practices, multiplayer replication, and gameplay system development. In my indie game development leadership role, I spearheaded the end-to-end development of Grapple Hoops, managing programming, design, and marketing for a successful Steam launch. Additionally, I played a key role in community engagement and game promotion, building and maintaining an active player community, fostering discussions, gathering feedback, and implementing community-driven improvements.