

Andrew McAtominey - Senior Gameplay Designer

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Rovio Entertainment | (Apr. 2022 - Present) *3 years 6 months*

Angry Birds 2 | Level Design Lead, Senior Gameplay Designer

Leading the level design craft & level/gameplay initiatives for Angry Birds 2.

Mandate to oversee new core gameplay initiatives, establish a level design pipeline, demystify and improve performance of live game features, and grow & manage the level design team.

- **Gameplay**
 - Lead Gameplay and Level Designer on [Angry Birds 2: Space](#). Prototyped and designed the core gameplay, and delivered the level content for the feature.
 - Supported gameplay design pillars and decision making for new gameplay initiatives (birds and biomes).
- **Level Design Craft**
 - Created a level design pipeline consisting of a level planning and release strategy, design best-practices, team workflow & review processes, and how to work with data.
 - Built a liveops content buffer to put the team months ahead of releases.
 - Designed new Unity tooling for level creation and built & owned the tooling backlog.
 - Mentored and delegated team planning and feature ownership to junior members of the team.
- **Feature Performance**
 - Stabilised and grew several liveops features key to studio revenue.
 - Investigated performance and design process, defined new metrics & feature success criteria.
 - Designed various data tools with the BI team to visualise feature performance at a glance, realtime tracking for live features, and a searchable level database on our cloud platform.

New Games Team | Senior Gameplay Designer

- Created prototypes for physics-based action games in Unity as part of a small team.
- Designed and balanced gameplay mechanics, closely with code and art, to deliver fun gameplay cores and validate concepts
- Pitched our latest prototypes to studio leadership weekly with an assessment on the feasibility of creating a live game with a scaleable meta.
- Delivered a prototyping strategy for the studio to support Rovio's ambitions of creating a new live game.

Bad Piggies 2 | Gameplay Designer

- Largely helped create the core game experience and supported design of meta features & game modes.
 - Worked on the core gameplay loop and level structure; created levels and level guidelines for the team.
 - Designed core gameplay features and engine tooling with a cross-craft development team.
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King | (Sep. 2019 - Apr. 2022) *2 years 7 months*

Candy Crush Soda Saga | Level Designer

- Designed and balanced levels across the game and pushed the quality bar with frequent reviews and knowledge sharing with the level design team.
 - Designed new blockers and game modes in collaboration with other disciplines.
 - Designed the first new game mode for Candy Crush Soda, called [Sweet Escape](#).
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Pocket Money Games | (2016-2018)

Various Projects | Level Design Intern

- Designed levels for a VR puzzle game, "*Henry the Hamster Handler*", exploring and solving new design challenges presented by the VR platform.
- Worked on various indie games for VR & Nintendo Switch, designing puzzles & mechanics, and prototyped several unreleased concepts.

Shipped Titles & Game Contributions

Angry Birds 2 (2024) - iOS, Android

Bad Piggies 2 (2022-2023) - iOS, Android

Candy Crush Soda Saga (2019 - 2022) - iOS, Android, Windows, Facebook

Henry the Hamster Handler (2018) - Nintendo Switch

Dimension Hunter VR (2017) - PC Steam

Henry the Hamster Handler VR (2016) - PC Steam

Education

Bachelors Degree in ***Computer Games Design and Production*** - Northumbria University, (First-class honours)