Andrew Holt
Game Designer and Director

[LinkedIn] https://www.linkedin.com/in/andrew-holt-design/
[Twitter] https://twitter.com/Holt_Andy

Released Titles

LEGO Star Wars: The Skywalker Saga (2022)
Assistant Game Director

LEGO DC Super-Villains (2018)
Game Director

LEGO Marvel Super-Heroes 2 (2017)
Assistant Game Director

LEGO Dimensions (2015)
Designer

LEGO Batman 3: Beyond Gotham (2014)
Designer

LEGO The Hobbit (2014)
Assistant Game Director

LEGO Fusion (2014)
Designer

LEGO Marvel Super Heroes (2013)
Designer

LEGO The Lord of the Rings (2012)
Designer

LEGO Batman 2: DC Super Heroes (2012)
Additional Design

LEGO Harry Potter: Years 5-7 (2011)
Junior Designer

Key Skills

Game Design Documentation
Game Design Principles and Processes
Level Design Principles and Processes
High Level Game Design
Low Level Game Design
Player Psychology
Design Team Management
Waterfall Development
Agile Development
Sprint Planning w/MoSCoW

Used Software

Adobe Photoshop
Confluence
JIRA
Mattermost
Microsoft Word
Microsoft Excel
Microsoft PowerPoint
Microsoft Teams
Outlook
Perforce
Slack
Tortoise SVN
Zoom
(Plus some experience in UE and various proprietary engines)

Education

University of Salford (2007 – 2010)
BSc (Hons) Computer & Video Games
Awarded 2:1

Work Experience

This is a short-form website only verision. A long-form CV is available upon request or via LinkedIn.

d3t – Lead Designer – 2022 (ongoing)
Since 2022 I have been working as a Lead Designer on multiple titles at d3t, a co-development studio offering work-for-hire services to clients around the world.

Tt Games – Design (various roles) – 2010– 2022
From 2010 – 2022 I was employed at TT Games, working on 11 released games as a designer.

During that time I was promoted through the design department, from Junior Designer all the way through to Game Director, ultimately being responsible for leading a design team through a titles pre-production, development and submission phases.

QA – Tt Games/ Sony FPQA – 2010
Straight after completing my University course in 2010, I spent ~6 months working as an embedded on-site QA tester at Tt Games, as well as a few projects as a first party functionality QA tester at Sony.