

EDVER JAMES TRIPOLI

Junior Game Designer | Unity & C#

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PROFESSIONAL SUMMARY

Junior Game Designer and QA Playtester with a First Class BA (Hons) in Game Design and Art from the University of Southampton. Across three university projects and paid user research and playtesting work for PlayTestCloud and Lionbridge Games, I've taken games from concept through to playable, tested builds, and written detailed QA and bug reports. I've also amassed a 25k+ following on TikTok editing AMVs and "edits".

KEY SKILLS

Game Design: Game Design Documents (GDD), Game Mechanics & Systems Design, UI/UX Design, Prototyping, Playtesting, Procedural Generation, Market & Competitor Research

Programming & Engines: Unity, C#, Object-Oriented Programming (OOP), Gameplay Programming, GitHub

QA & Production: Bug Reporting, QA Testing, User Research, Trello & Kanban Workflows, Cross-Functional Teamwork

Social Media & Video Editing: Adobe Premiere Pro and After Effects, CapCut

EDUCATION

BA (Hons) Game Design and Art — First Class Honours (Graduated)

Sep 2023 – Jun 2026

University of Southampton

- Developed game programming skills using Unity, C#, VSCode, and GitHub for version-controlled project work.
- Authored in-depth Game Design Documents (GDDs) covering concept art, game mechanics, narrative, level design, and UI.

A-Levels: Product Design (A), Physics (B), Mathematics (C)

Sep 2020 – Jun 2023

Claremont Highschool Academy Trust

- Product Design: Design skills, 3D modelling, and Python programming for micro:bit hardware projects.
- Physics & Mathematics: Applied physics modelling, geometry, trigonometry, linear algebra, calculus, probability, and problem solving.

PROJECT EXPERIENCE

Haerenga (2D Precision Puzzle Platformer) — Game Designer & Programmer

Jan 2026 – May 2026

University Final Major Project | Team of 2

- Designed fast-paced precision platformer levels featuring unlockable player movement abilities.
- Designed and programmed constellation-based puzzle mechanics with "Metroidvania"-style progression.

Lament (2D Rogue-lite) — Technical Designer & Programmer

Jan 2025 – Jun 2025

University Project | Team of 5

- Designed and programmed a procedurally generated dungeon system and skill tree system in Unity (C#).
- Programmed core combat systems, including player movement, attacks, health, upgrades, and enemy AI behavior.
- Identified and resolved bugs, writing detailed bug reports and applying feedback through established game testing pipelines.
- Led coordination across a cross-functional team of 5, aligning design, programming, and art specializations.

RPG Game Design Document — Game Designer

Sep 2024 – Dec 2024

University Project | Solo Project

- Authored a full Game Design Document covering vision, target audience, and competitive market research.
- Designed core gameplay loops, game systems, mechanics, level and world design, and art direction.
- Specified sound and music design, monetization and business model, marketing strategy, and technical requirements.

ADDITIONAL EXPERIENCE

User Researcher & Playtester — PlayTestCloud, Lionbridge Games

July 2025 – Present

- Conduct paid user research and usability testing for game studios via PlayTestCloud and Lionbridge Games.
- Crowd playtested an indie title for Amazon Games' Published King of Meat, writing QA reviews and bug reports.

Crew Member — McDonald's (Part-Time)

2023 – 2025

- Delivered customer service and teamwork in a fast-paced, high-volume environment.

Content Creator — [TikTok](#)

August 2025 – Present

- Grew a TikTok channel to 27,000+ followers (19M+ views, 3M+ likes), partnering with media companies on paid song promotions.