Asriel Cooper

thelowkeydeveloper@gmail.com
Norfolk-Based

About Me:

Game designer and programmer with 5+ years of hands-on experience designing and developing gameplay systems, mechanics, and prototypes using engines such as Godot and Unity. Skilled in collaborative team environments, with a strong interest in gameplay iteration, player experience, and creative problem-solving. Experienced in self-directed learning and formal education, with a flexible, reliable, and calm approach to challenging tasks and deadlines.

Key Skills:

Game Leadership & Team Collaboration (3 years experience)

- *Led multidisciplinary teams across design, programming, and art roles Coordinated deadlines, milestones, and project goals*
- *Promoted positive team wellbeing through clear communication and supportive leadership*

Games Design & System Design (5 years experience)

- *Gameplay mechanics design and iteration*
- *Prototyping and rapid iteration*
- *Game Design Documents (GDDs)*
- *Player experience and balance*
- *Demo and mechanic showcase development*

Programming (3 years experience)

- *Gameplay programming and systems development*
- *Modular, performance-focused code*
- *GDScript, C#, Python*
- *Debugging and iteration*

Games Art & Asset Creation (5 years experience)

- *Pixel art creation (limited palettes, stylized rulesets)*
- *3D modelling in Blender (low-poly, stylized assets)*

Software Experience:

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- **Godot 4 (4 years experience)**
- **Unity (2 years experience)**
- **FL Studios (2 years experience)**
- **Construct 3 (4 years experience)**
- **Blender (2 years experience)**
- **C# & C++ (2 years experience)**
- **GitHub & GitLab (6 years experience)**

Project/Development Experience:

Leadership Experience

- *Helped and led multiple project pipelines, discussing and decision making for teams ranging to 10 people as well as working on multiple projects at once.*

Prototype Development

- *Designed and developed playable gameplay prototypes focused on core mechanics, systems, and player experience.*

UX/UI Design

- *Implemented UX/UI design principles to ensure clarity, accessibility, and intuitive player interaction.*

Mechanics Prototyping/Systems

- *Prototyped and refined gameplay mechanics and systems using rapid iteration and modular design.*

Data-Driven Systems

- *Build data-driven systems to use in custom or creative outputs for more reliable and configurable results during key development.*

Iterative Playtesting & Feedback

- *Conducted iterative playtesting, gathering feedback to improve usability, balance, and overall game feel.*

Art Through Limitations

- *Created game art using deliberate limitations (such as restricted colour palettes or stylised rulesets) to enhance visual consistency and creative problem-solving.*

Portfolio:

Currently in the works. Coming Soon.

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Areas of Interest:

I have an interest in many parts of the development pipeline, from programming to design theory. I have a passion for world-building and attention to detail and love intentionally limited design structures as they require thinking outside the box.

Employment History:

Bookings Admin, Clays Ltd (June 2025 - December 2025)

- Updated important documents and information
- Controlled customer requests and schedules
- Maintained a shared inbox
- General admin duties

Till & Customer Assistant, Morrisons (November - January, 2021)

- Stocking shelves
- Working on tills
- Communicating and advising customers

Programmer, Panic Room Games (March 2022 - June 2022)

- Developed gameplay systems and mechanics
- Collaborated with designers and artists
- Implemented post-production fixes and polish
- Contributed to iteration and gameplay improvements

Game Design Mentor, PlayerReady Ltd. (January 2026 - ONGOING)

- Mentor younger audiences using video games
- Discovery through digital learning
- SENH cognitive learning and mental awareness development

Lead Project Head, Snotdribble Studios. (August 2026 - ONGOING)

- Project lead for design and programming
- Main programmer and designer

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- Leading a team of 5 in various aspects of development

Education:

UTCN **(September 2018 - September 2020)**

- GSCEs Qualifications including Computing, History, Science
- BTEC in Computer Science

Access Creative **(September 2020 - July 2023)**

- RSL Level 2 Extended Diploma in Creative Digital Media
- RSL Level 3 Extended Diploma in Creative Digital Media
- GCSEs Maths and English

Staffordshire University **(September 2023 - March 2025)**

- Games Design & Programming course
- Level Design course
- 3D Art and Design course
- UI/UX Classes