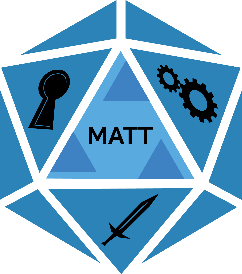
**[](https://www.mattgamedev.com)**

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| **PROFESSIONAL EXPERIENCE**  [A logo of a company  Description automatically generated](https://store.steampowered.com/app/2491720/Kneedle_Knight/)**[A white silhouette of a mouse  Description automatically generated](https://www.mattgamedev.com/kneedle-knight)*Kneedle Knight* —** Game Designer & Systems Designer  **SMU Guildhall** I **21 Developers** I **3 Months | UE5 |**   * Designed and iterated gameplay mechanics and AI behavior. * Worked with a multi-disciplinary team to design and implement gameplay-related systems. * Communicated the progress, workflows, and availability of systems to fellow content developers. * Maintained and iterated systems throughout production to completion. * Authored clear and easy-to-follow documentation with fellow developers. * Used creative solutions to achieve design goals and solve challenges. * Collaborated with a multi-disciplinary team to complete design implementation and problem solving.   [A white fish with a long nose  Description automatically generated](https://www.mattgamedev.com/seafeudproject)  ***SeaFeud* —** Level Designer  [A logo of a company  Description automatically generated](https://store.steampowered.com/app/2322020/SeaFeud/)**SMU Guildhall** I **50 Developers** I **3 Months | UE5 |**   * Designed the AI racers spline paths and behavior for competitive racing. * Balanced the placement of power-up fish and pick-up items. * Designed, built, and iterated track layout in Unreal Engine 5. * Collaborated and communicated with a multi-disciplinary team to solve creative issues and implement design features.   **INDIVIDUAL PROJECTS**  ***The Lost Apprentice***  **The Elder Scrolls V: Skyrim** I **Solo Project** I **3 Months | Creation Kit**   * Prototyped, designed, and iterated unique player mechanic for combat, traversal, and puzzle-solving. * Iterated systems based on feedback from fellow designers and design lead. * Scripted gameplay elements using proprietary engine to make the world feel alive and interesting. * Designed and iterated the level layout from whitebox to final deliverable. * Refined and completed features within a fixed production schedule.   **WORK EXPERIENCE**  ***Unannounced Titles* —** Development Production Assistant  **Walt Disney Animation Studios**   * Participated in creative meetings for development and production. * Coordinated with team members across all parts of the animation pipeline. * Offered verbal and written notes to team members.   **EDUCATION**  **Southern Methodist University - Guildhall**  *Masters in Innovative Technology for Level Design*    **The University of Texas at Austin**  *Bachelor of Science in Radio-Television-Film (Screenwriting)* | **GAME ENGINES**  Unreal Engine 5  Unreal Engine 4  Unity  Creation Kit  Chrome Engine  Hammer  Pico-8  *Far Cry 5* Arcade Editor  SnapMaps (*Doom*)  Puzzle Maker (*Portal 2*)  **Scripting**  Blueprints (*UE5*)  C++ (*UE5*)  C# (*Unity*)  Papyrus (*Creation* *Kit*)  VScript (*Hammer*)  Lua (*Pico-8*)  **PROGRAMS**  Perforce  Jira  Confluence  Monday  3DS Max  Miro  Adobe Creative Cloud  Microsoft Office  Final Draft  Celtx  **RELEVANT SKILLS**  Systems Design  Mission Design  Level Design  Leadership  Screenwriting  **VOLUNTEER WORK**  GDC Conference Associate  Extra Life Volunteer |