# MATT GRABOWSKI
## Game Designer

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## PROFESSIONAL EXPERIENCE

### *Kneedle Knight* — Game Designer & Systems Designer
**SMU Guildhall | 21 Developers | 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.

### *SeaFeud* — Level Designer
**SMU Guildhall | 50 Developers | 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 | Solo Project | 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