Matthew Thomas Washington

**Game/Level Designer**

mwgamedesign.com

matthew@mwgamedesign.com

**Education**

Academy of Art University, San Francisco, California September 2010 – May 2018

Bachelors of Fine Arts

Graduation date - May 25 2018

**Skills**

**Strong:** Unity, Microsoft Word, PowerPoint, Perforce

**Experienced:** Unity C#, Unreal, Unreal Blueprint, Maya, Photoshop, Excel, Construct 2

**Projects**

Might and Blade (Unity) – Level designer

* Designed and executed levels 1 and 3 for the game from level map to engine implementation.
* Testing and Bug reporting.
* C# execution for scripted events and bug fixes
* Designed combat mechanics for the final boss

Sugar Sleuths (Unity)– Lead Designer:

[ https://mwgamedesign.itch.io/sugar-sleuths]

* Produced GDD and Core Mechanics for the game
* Coordinated tasks and created documents and guidelines for designers, artists and scripters.
* Held weekly meetings to prevent roadblocks and to stay up to date with the project
* Implementation of assets in Unity.
* Play testing and bug fixing.
* C# execution for scripted events and gameplay features.

**Work Experience**

Golden Gate Western Wear Richmond, CA July 2011-Present

Work responsibilities include:

* Writing up sales in store, online, and over the phone.
* Keeping websites up to date.
* Online and phone customer service.
* Training new employees.