

Matthew Thomas Washington

Game/Level Designer

mwgamedesign.com

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Education

Academy of Art University, San Francisco, California

Bachelors of Fine Arts

Graduation date - May 25 2018

September 2010 – May 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.