

SONNY MATTHEWS

Games Technical Designer

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SUMMARY

As a game designer, I take great pride in being challenged in the ways that making games can only present. I am highly skilled in UE4, and have a keen understanding of the multiple pipelines required for industry standard experiences.

EDUCATION

Computer Gameplay Design and Production (BSc) Hons

Staffordshire University

2018- 2021

A degree that delivers both technical and practical gameplay design, through the lens of production.

Modules taught throughout the course:

- Introduction and Advanced 3D Game Engines and Scripting (UE4)
- 3D Games Design and Development
- Advanced Games Design and Production
- Narratology for Games

EXPERIENCE

Marble Explorer

Technical Designer

Project Length: May 2020 till June 2020

- Prototyped and conceptualized the Marble's movement, in terms of amount of torque, air control and jump. Iterated on this from playtesting feedback.
- Controller support for the UI across the whole game, with ability for the player to switch at any time.
- Created a level for the game: Slope.

Hercle: Tale of Basura Bay

Game Designer

Project Length: June 2020 till September 2020

- Developed the high concept, narrative and design pillars for the project.
- Level design: with awareness to cognitive load, affordance and flow throughout the experience.
- The production of crafting materials, with a breakdown to the consecutive probability of certain materials being spawned.

SKILLS

- UNREAL ENGINE 4
- SOURCE CONTROL
- MICROSOFT OFFICE
- PHOTOSHOP
- BASIC C++
- MAYA
- JIRA

ACHIEVEMENTS



Tranzfuser

Part of a team that was picked for the Tranzfuser competition. I assisted with the pitching, as well as the concepting of the project.



GVE Showcase 2020

Created and designed the movement system behind "Marble Explorer", a game that came 2nd in the GVE Summer Showcase.



Game Jams

Taken part in multiple Game Jams in a mixture of both Technical Design and Design roles. These experiences have further taught me collaborative methods.