

# SONNY MATTHEWS

Gameplay Designer

Warwick, UK

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## SUMMARY

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As a gameplay designer, I take great pride in being challenged in the ways that making games can only present. I am skilled in the iterative design process and take pride in creating succinct and detailed design specifications to share with a wider team. My experience with game engines allows me to develop and prototype features, and to understand the development stages and workflows for an interdisciplinary team.

## EDUCATION

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### 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 (UE4)
- 3D Games Design and Development
- Advanced Games Design and Production
- Narratology for Games

## EXPERIENCE

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### Fable

Gameplay Designer – Grade 1

June 2021 till Present

- Created detailed design specifications that adhere to the high-level design concept.
- Lead interdisciplinary goal teams for combat verbs, targeting, and AI.
- Implemented features using in-house engine tools.
- Iterated on features from playtest feedback.

## SKILLS

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- DOCUMENTATION
- GAME ENGINES
- MICROSOFT OFFICE
- PHOTOSHOP
- BASIC C++
- MAYA
- JIRA

## ACHIEVEMENTS

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### 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.