

# SONNY MATTHEWS

Gameplay Designer

07305632553  
Warwick, UK

sonnymatthews01@gmail.com

[www.sonymatthews.com](http://www.sonymatthews.com)

## SUMMARY

As a gameplay designer, I take great pride in being challenged in the ways that making games can only present.

I am highly skilled in Unreal Engine and have a keen understanding of the workflows required for AAA-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

### Fable

#### Playground Games - Gameplay Designer

June 2021 - June 2024

- Lead interdisciplinary feature teams for combat verbs, targeting systems and enemy AI.
- Wrote and presented design specifications that adhere to the high level design concept.
- Implemented as well as prototyped features using the in house tools and visual scripting.
- Oversaw improvements as well as provided feedback on workflow issues within the proprietary engine.

### Wardogs

#### Playworks Games - Game Designer

June 2024 - Present

- Wrote foundational documentation for in game camera systems, with awareness to dynamic framing, collision and input assistance.
- Concepted player progression and skills, using playstyles and the available gameplay space.
- Iterated on implemented features based on player feedback.

## SKILLS

- GAMEPLAY DESIGN
- UE4 / BLUEPRINT
- DOCUMENTATION
- CONCEPT PITCHING
- PROTOTYPING
- MICROSOFT 365
- CONFLUENCE & JIRA

## ACHIEVEMENTS



### Tranzfuser

Part of a team that was picked for the Tranzfuser competition. I pitched the project that won us the funding, as well all design duties.



### GVE Showcase 2020

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



### Game Jams

Taken part in multiple Game Jams in a mixture of both Technical Design and Design roles.