

SONNY MATTHEWS

Gameplay Designer

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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 UE5, and have a keen understanding of the multiple pipelines required for industry standard experiences.

EXPERIENCE

Unannounced Project

Anchor Point - Game Designer

Feb 2025 - Present

- Lead interdisciplinary feature teams for core verbs, abilities, upgrades and input buffering systems.
- Took paper designs to the approval stage, then implement using visual scripting.
- Concepted build curation using gameplay space analysis.

Fable

Playground Games - Gameplay Designer

Jun 2021 - Jun 2024

- Lead interdisciplinary feature teams for combat verbs, abilities, targeting systems, and enemy AI.
- Wrote and presented designs 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 game engine.

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

SKILLS

- UNREAL ENGINE 5
- COMBAT DESIGN
- DOCUMENTATION
- FEATURE OWNERSHIP
- VISUAL SCRIPTING
- PITCHING
- ITERATION

ACHIEVEMENTS



Tranzfuser

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