SONNY MATTHEWS

Gameplay Designer

07305632553
Warwick, UK

sonnymatthews01@gmail.com

www.sonnymatthews.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 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, 3Cs, abilities, and upgrades for a PvP / Co-op game.
- Took paper designs from the approval stage, to then prototype / implement in UE5 using the Gameplay Ability System.
- Concepted build curation using gameplay space analysis.

Fable

Playground Games - Gameplay Designer

Jun 2021 - Jun 2022

- 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 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 Techinical Design and Design roles. These experiences have further taught me collaborative methods.