

# SONNY MATTHEWS

Gameplay Designer

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## SUMMARY

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I'm an experienced Gameplay Designer with nearly five years in the industry.

I've led interdisciplinary teams of artists and programmers, delivering features across core gameplay areas such as 3Cs, player verbs, abilities, upgrades, and AI. As a feature owner, I collaborate closely with each discipline to define requirements, plan upcoming work, and identify any gaps in tooling.

I've taken features from initial paper design through prototyping to production-ready implementation using visual scripting. I'm highly proficient in Unreal Engine, with lots of experience in both Blueprints and the Gameplay Ability System.

## EXPERIENCE

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### Unannounced Project

#### Anchor Point - Game Designer

Feb 2025 - Present

- Lead interdisciplinary feature teams for core verbs, abilities, upgrades and input buffering systems for a multiplayer co-op game.
- Took paper designs from the approval stage, to then prototype / implement in UE5.
- Concepted build curation using gameplay space analysis.

### War Dogs

#### Playworks Games - Game Designer

Jun 2024 - Nov 2024

- Wrote foundational documentation for vehicle camera systems
- Designed player progression and upgrades.
- Iterated on already implemented features based on player feedback.

### 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.

## SKILLS

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- GAMEPLAY DESIGN
- COMBAT DESIGN
- UNREAL ENGINE 5
- GAS (Gameplay Abilities)
- PROTOTYPING
- DOCUMENTATION
- FEATURE OWNERSHIP
- VISUAL SCRIPTING
- PITCHING
- ITERATION

## EDUCATION

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### 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:

- 3D Game Engines and Scripting
- 3D Games Design and Development
- Advanced Games Design and Production
- Narratology for Games