

SONNY MATTHEWS

Gameplay Designer

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SUMMARY

I'm an experienced Gameplay Designer, with 5 years work history specializing in combat design. I've designed, prototyped and lead features within 3Cs, AI, Character Abilities, Upgrades, Melee / Ranged Weapons, Core Verbs and Targeting Systems.

I'm highly skilled in UE5 and the Gameplay Ability System, and can prototype features to both prototype

SKILLS

- GAMEPLAY DESIGN
- UNREAL ENGINE 5 & GAS
- RAPID PROTOTYPING
- FEATURE OWNERSHIP
- DOCUMENTATION
- ITERATION
- PITCHING
- BALANCING

EDUCATION

Gameplay Design and Production (BSc) Hons - 1st Class

Staffordshire University

2018- 2021

A degree that delivers 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

EXPERIENCE

Lords of the Fallen 2

CI Games - Game Designer (Combat) - Contract

June 2026 - Present

- Implemented and iterated on enemy hit reactions, with a focus on clarity for weight class readability in relation to reaction strengths.
- Outlining moment to moment gameplay improvements and demonstrating their impact through prototyping in UE5.

3rd Person Co-Op Rogue-Lite Shooter

Anchor Point - Game Designer

Feb 2025 - March 2026

- Designed and implemented 12 super abilities spread across 5 elemental hero kits, covering damage, support, mobility and manipulation.
- Lead fully remote interdisciplinary feature teams, outlining individual requirements and iterations from Animation, VFX, SFX and Programming.
- Used gameplay space analysis to design "in run" upgrades and abilities, focusing on player driven build curation through synergistic gameplay behaviours.
- Significantly improved play test scoring through features myself and my team had directly worked on and designed for.

War Dogs

Playworks Games - Game Designer

Jun 2024 - Nov 2024

- Wrote foundational documentation for vehicle camera systems, focusing on collision, feel, and dynamic framing.
- Concepted player meta progression, build types and upgrades.
- Iterated on already implemented features based on player feedback.

Fable

Playground Games - Gameplay Designer

Jun 2021 - Jun 2024

- Lead interdisciplinary feature teams in a hybrid environment, communicating requirements from Animation, VFX, SFX, and Programming.
- Designed and balanced for soft targeting (spells and melee) and ranged targeting (aim snap, reticule magnitization).
- Designed and implemented the Teleport Spell as well as various other soon to be revealed spells.
- Implemented and managed the design for melee / ranged weapons, specifically for the Bow, Hammer and Sword.
- Designed and implemented for the Troll as well as other NDA enemy AI.