Matthew M. Langer
Game and Level Designer
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Skills:

Level Design:	Engines:	Scripting:	Other:
• Formal Documentation	• Unreal Engine 4	• Unreal Blueprint	• Interdisciplinary Communication
• Gameplay Implementation	• Unity 5	• C#	• Agile with Scrum
• BSP/Whitebox	• Half Life 2	• Lua	• Subversion Software
• Systems Design	• CryEngine 3	• Valve Hammer Script	• Conflict Resolution
• Bridging interactivity and narrative		• Java	• Adobe Photoshop

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Professional Experience:

The Callisto Protocol: Third Person Survival Horror
Built in UE4 | Role: Level Designer
Launched on PS5/Xbox Series/PC/PS4/Xbox One

Striking Distance Studios
Aug 2020 – July 2023

- Leading design on multiple levels
- Worked closely with multiple departments (ENV, Light, VFX, etc.)
- Overseeing senior designers
- Identified core pipeline issues in development and worked with IT/Engineering to improve them
- Pushing horror in exciting ways
- Conceived new mechanics and partnered with AI Engineering for implementation

Days Gone: Third Person Open World Action Adventure
Built in UE4 | Role: Content Designer
Launched on PS4/PS4 Pro

SIE Bend Studio
Dec 2015 – April 2019

- Authored both main story missions and open world jobs
- Passionately authored content in a player-first, design-driven mindset
- Prototyped several innovative mission scenarios
- Opened the game with the first mission – A motorcycle chase
- Collaborated with all other disciplines to raise content quality
- Leveraged existing systems to create dynamic gameplay

Days Gone DLC: Dead Don't Ride: Cart Driving Challenge
Built in UE4 | Role: Game Designer
Launched on PS4/PS4 Pro

SIE Bend Studio
April 2019 – Aug 2019

- Worked closely with engineering and animation to get golfcart in a shippable state for player and passengers
- Scripted pickup/dropoff behavior for player and passengers
- Partnered with Audio Director to get a custom soundtrack for challenge from local bands in Bend, Oregon
- Expanded content style boundaries for *Days Gone*
- Took content from documentation phase to final delivery
- Tuned sub objectives and medal score values

Selected Older Work:

Identity: Third Person Stealth
Built in UE3 | Role: Game Designer

Team of 14 Developers
Time: 6 Months

- Authored 50%+ of GDD
- Communicated and led game vision
- Lead team discussions
- Designed final level's gameplay
- Oversaw playtesting
- Authored 75%+ of narrative

Education:

Graduate: The Guildhall @ Southern Methodist University
Jan. 2013 – Dec. 2014
Degree: Master of Interactive Technology in Digital Game Development
Specialization: Level Design

Undergraduate: Cornell University
Aug. 2008 – May 2012
Degree: Bachelor of Arts in Biology with concentration in Computational Biology
Minor: Music