

Matthew M. Langer

Game and Level Designer

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Skills:

Level Design:	Engines:	Scripting:	Other:
<ul style="list-style-type: none">Formal DocumentationGameplay ImplementationBSP/WhiteboxSystems Design and Balance	<ul style="list-style-type: none">Unity 5Unreal Engine 4/3Half Life 2CryEngine 3Skyrim Creation KitWarcraft III/Starcraft 2	<ul style="list-style-type: none">C#LuaUnreal BlueprintUnreal KismetValve Hammer ScriptJava	<ul style="list-style-type: none">Game DesignSubversion SoftwareAgile with ScrumConflict ResolutionAdobe PhotoshopAdobe Illustrator

Solo Projects:

Face-Off at the Frozen Throne:

Designed for *Hearthstone*

- Designed brand new win condition
- Created two sets of new cards
- Included flavor from *Warcraft III*
- Playtested paper prototype

Multiplayer Tavern Brawl

Time: 2 Weeks

- Wrote polished document
- Revised set of existing cards

Spaceport Defense:

Built in *Unity 5*

- Created and balanced six upgrades
- Scripted asteroid spawn system
- Implemented PC and XBOX controls
- Juiced up game experience

Single-player Arcade Shooter

Time: 2 Months

- Documented game statistics
- Created *Newgrounds* achievements

Crystal Mines:

Built in *Half Life 2: Episode 2*

- Created mine cart boss battle with reactive behavior
- System scripting: combat, boss battle and custom gib spawning
- Implemented third person camera
- Completely scripted crossbow and crowbar functionality

Thesis Level Artifact

Time: 4 months

- Built 11 room dungeon
- Made 60+ models from BSP including modular mine cart track

Phantasmagoria:

Built in *Gears of War*

- Crafted dual versions of the hotel
- Scripted stun gun
- Created matinee sequences
- Implemented four world transitions

Single-player Horror Level

Time: 2 Months

- Documented level
 - Scripted sound sequences
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Guildhall Team Games:

From The Ashes: First Person Platformer

Built in UE4 | Role: Sole Designer

- Designed and constructed sole level
- Authored GDD
- Co-designed systems
- Balanced player physics

Team of 4 Developers

Time: 8 Weeks

- Scripted A.I. to play level
- Sole author of narrative

Identity: Third Person Stealth

Built in UE3 | Role: Game Designer

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

Team of 14 Developers

Time: 6 Months

- Oversaw playtesting
- Authored 75%+ of narrative

SkyScrapers: First Person Shooter

Built in UE3 | Role: Systems Designer/Level Designer

- Sole designer of all three weapons
- Designed all game systems
- Whiteboxed level layouts
- Created particles systems

Team of 8 Developers

Time: 4 months

- Provided game vision
 - Authored detailed patch notes
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Professional Experience:

UnderEarth: First Person Platformer

Built in UE3 | Role: Level Designer

- Detailed areas with assets
- Scripted Matinee Sequences

Crackerjack Games LLC

Time: 2 Months

- Detail Lighting Passes
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Education:

Graduate: The Guildhall @ Southern Methodist University

Degree: Master of Interactive Technology in Digital Game Development
Specialization: Level Design

Jan. 2013 – Dec. 2014

Undergraduate: Cornell University

Degree: Bachelor of Arts in Biology with concentration in Computational Biology
Minor: Music

Aug. 2008 – May 2012