

Matthew M. Langer

Game and Level Designer

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Skills:

- | Level Design: | Engines: | Scripting: | Other: |
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| <ul style="list-style-type: none">• Formal Documentation• Gameplay Implementation• BSP/Whitebox• Systems Design• Bridging interactivity and narrative | <ul style="list-style-type: none">• Unreal Engine 4• Unity 5• Half Life 2• CryEngine 3 | <ul style="list-style-type: none">• Unreal Blueprint• C#• Lua• Valve Hammer Script• Java | <ul style="list-style-type: none">• Interdisciplinary Communication• Agile with Scrum• Subversion Software• Conflict Resolution• Adobe Photoshop |
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Professional Experience:

Days Gone: Third Person Open World Action Adventure

Built in UE4 | Role: Game Designer

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| <ul style="list-style-type: none">• Authored both main story and open world content• Passionately authored content in a player-first, design-driven mindset | <ul style="list-style-type: none">• Prototyped several innovative mission scenarios• Opened the game with the first mission – A motorcycle chase | <p>SIE Bend Studio
Dec 2015 – April 2019</p> <ul style="list-style-type: none">• Collaborated with all other disciplines to raise content quality• Leveraged existing systems to create dynamic gameplay |
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Days Gone DLC: Dead Don't Ride

Golfcart Driving Challenge

Built in UE4 | Role: Game Designer

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| <ul style="list-style-type: none">• Took content from documentation phase to final delivery• Scripted pickup/dropoff behavior for player and passengers | <ul style="list-style-type: none">• Expanded content style boundaries for <i>Days Gone</i>• Worked closely with engineering and animation to get golfcart in a shippable state for player and passengers | <p>SIE Bend Studio
April 2019 – Aug 2019</p> <ul style="list-style-type: none">• Partnered with Audio Director to get a custom soundtrack for challenge from local bands• Tuned sub objectives and medal score values |
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Selected Personal Projects:

Solo Project:

Crystal Mines:

Built in *Half Life 2: Episode 2*

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| <ul style="list-style-type: none">• Created mine cart boss battle with reactive behavior• System scripting: combat, boss battle and custom gib spawning | <ul style="list-style-type: none">• Implemented third person camera• Completely scripted crossbow and crowbar functionality | <p>Thesis Level Artifact
Time: 4 months</p> <ul style="list-style-type: none">• Built 11 room dungeon• Made 60+ models from BSP including modular mine cart track |
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Guildhall Team Game:

Identity: Third Person Stealth

Built in UE3 | Role: Lead Game Designer

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| <ul style="list-style-type: none">• Authored 50%+ of GDD• Communicated and led game vision | <ul style="list-style-type: none">• Lead team discussions• Designed final level's gameplay | <p>Team of 14 Developers
Time: 6 Months</p> <ul style="list-style-type: none">• Oversaw playtesting• Authored 75%+ of narrative |
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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