# Matthew Randolph, Game Designer

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## Certifications & Key Skills

- Microsoft Office Word & Excel, Redmine Pineapple, Unity 2D, Unity 3D, Gamemaker 1.4, Adobe Photoshop, Maya, C++; Visual Basic
- Oral and written communication through documentation in group projects with team members
- Experienced in working remotely with teams from different continents and countries
- Experienced in Agile project development and resolving conflicts in team meetings
- Adept with design documentation, QA testing, scripting, AI, Gameplay, Storytelling, Game Balancing, Level Design, and Terrain Editing

## EDUCATION

- Champlain College: Burlington, Vermont, U.S.A.
- Bachelor of Science Degree in Game Design Anticipated Graduation: May 2021
- GPA 3.2 (4.0 Scale), Dean's List
- Studied Abroad in Montreal in the Fall of 2019

## PROJECTS

**Scorch:** Champlain College, Burlington, Vermont, U.S.A.

*Lead Level Designer, 12-person Team*                                          *1/2021 – Present*

- Single player, 1st person, shooter, stealth, noire, action, objective based, tense
- Created the shipyard level, documented the level, took park in game design direction for Scorch
- Building the shipyard level featured in Scorch, incorporating environment lighting and shadows for stealth mechanic, researched 1940's for reference for objects and environment
- https://drive.google.com/file/d/1fl2Rj_oe87uS5-vO5qXOJPXxh0G10uAo/view?usp=sharing

**Forkdrift:** Champlain College, Burlington, Vermont, U.S.A.

*Lead Level Designer, 14-person Team*                                          *3/2020 – 7/2020*

- Multiplayer, 3rd person driving, action, competitive, objective based game where players drive Forklifts and compete to win in team-based objectives or compete solo in the free-for-all mode
- Created the Harbor Level, documented level changes, balanced game, tested level daily
- Built the main level used for capture the flag mode, scripted events in level, balanced spawning, measured distances for player balance and fairness
- https://store.steampowered.com/app/1318940/Forkdrift/

**Mana Punch:** Champlain College, Burlington, Vermont, U.S.A.

*Lead Level Designer, 5-person Team*                                          *8/2020 – 12/2020*

- Single player, 3rd person, fighting, action, competitive, strategic, story based, magic, fantasy
- Documented mechanics, game systems, rules, conducted QA, and analyzed the QA results in game designer documents
- Created Main Hub area, 4 different arenas, training area, created level design documents, and researched other games and how they balanced their games
- https://drive.google.com/file/d/14v0tT31RxEHzCJyEq2zcfHn3_6Dl5Wtn/view?usp=sharing

**Work Experience:** Power Level Studios: Montreal, Quebec, Canada

*Game Design Intern*                                          *8/2019 - 12/2019*

- Responsible for design documentation, game balancing, level adjustments, and conducting and analyzing QA data
- Worked with employees remotely, in person, in teams, and solo to accomplish my tasks
- Game Balancing and Level Adjustments
- Made several adjustments and changes that improved the experience of the game
- https://store.steampowered.com/app/1163660/Soul_Reaper/