

Matthew Randolph, Game Designer

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Certifications & Key

- 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 Agile Project Development and resolving conflicts in team meetings
- Adept with Design Documentation, Level Documentation, QA Testing, Scripting, AI, Gameplay, Storytelling, and Terrain Editing

Education

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

Bachelor of Science Degree in Game Design

- GPA 3.2 (4.0 Scale), Dean's List
- Studied Abroad in Montreal in the Fall of 2019

Work Experience

Albino Pigeon Productions LLC: Remote

Lead Level Designer

1/2023 - Present

- Single Player, Turn-Based Strategy, narrative driven game where players use costumes to fight with their character and their party members during a magical halloween night.
- Created documents for level design, worked with artists in excel to provide references for props.
- Created the level, fixed various bugs, documented levels, and solved issues revolved around level creation

HEB Ice Cream Production Plant: San Antonio, Texas, U.S.A.

Quality Assurance Technician

5/2025 - Present

- Responsible for ensuring products are safe to consume and meet quality standards. Responsible for maintaining records, testing products for health & safety, and teamwork.
- Working with effective communication alongside Leaders, Warehouse, Maintenance, and other Quality Assurance Technicians.

HEB Ice Cream Production Plant: San Antonio, Texas , U.S.A.

Ice Cream Manufacturing Partner III

8/2021 - 5/2025

- Responsible for ensuring Tanks, Tank Lines, VAT Machines are cleaned in an efficient and timely manner. Responsible for batching Bakery Icing along with Bagging Bakery Icing to send to the stores for use.
- Working with effective communication alongside various teams in a fast paced and hazardous work setting to maintain safety and productivity
- Production Teams to maintain safety & quality.

Scorch: Remote/Accidentally Games, Burlington, Vermont, U.S.A.

Lead Level Designer; 14-person Team

1/2021 – 5/2021

- Single Player, First Person, stealth shooter where players assume the role of a detective given the task of taking out certain targets to gain his freedom.
- Created documents for level design, worked with artists in excel to provide references for props.
- Created the level, fixed various bugs, clipping issues, lighting placements, and solved issues revolved around level creation
- <https://store.steampowered.com/app/1606580/SCORCH/>

Forkdrift: Remote/Endless Suffering, Burlington, Vermont, U.S.A.

Lead Level Designer; 10-person Team

3/2020 – 7/2020

- Multiplayer, Racing, competitive, action orientated game where players drive Forklifts and compete in teams or solo to win objectives and flip the other team

- Documented mechanics, multiplayer intent, level design, and analyzed the QA results
- Created the level in Delivery Mode, balanced the game for multiplayer, worked with programming and art teams to create interactions within level
- <https://store.steampowered.com/app/1318940/Forkdrift/>

Soul Reaper: Power Level Studios, Montreal, Quebec, Canada

Game Designer, 8-person Team

9/2019 – 12/2019

- Single Player, Turn-Based, Strategy RPG where players assume the role of the Soul Reaper to collect souls in order to level up the monsters they collect to retain power of the underworld
- Documented mechanics, game systems, rules, conducted QA, and analyzed the QA results in game designer documents
- Balanced all weapons, gear, accessories, monsters, worked with each designer on the to continually update documentation, and edited levels to accommodate updates in monsters
- https://store.steampowered.com/app/1163660/Soul_Reaper/

Champlain College Event Center: Burlington, Vermont, U.S.A.

Facilities Assistant 2017 - 2019

- Responsible for setting up events ranging from small events to large parties such as career fairs
- Worked in teams ranging from 2 to 10 other members to set up various events around campus
- Coordination and communication
- Lead several set ups that ranged from medium to large event