

MATTHEW DYER

GAME DESIGNER

205.567.7387

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mattdyerdesign.com

BIOGRAPHY

Game Designer with a passion for compelling interactive experiences, informed by keen visual storytelling and content design. Substantial technical background in visual scripting and game engine tool understanding.

[in](#) /MattDyerDesign

EXPERIENCE

- **GAME DESIGNER**
Thrive Studios | July 2021 - Present
 - Worked with stakeholders to ensure that gameplay aligned with the project's creative vision and met the needs of our unique target audience.
 - Focused and organized the team's ideas and created design documentation.
- **GAME DESIGNER**
Deloitte Digital | June 2019 - July 2021
 - Implemented, play-tested and refined game design features on multiple projects while using Unity and content tools to develop and test designs while providing feedback to improve and processes
 - Applied professional expertise to review, analyze and test products under development as a contributing member of a production team to ensure delivery of Deloitte's high standard of quality and timelines
 - Assess the workload vs. production capacity, plan the work, and set priorities for the design team
- **GAME DESIGNER**
Old Spire Studios | May 2017 - Present
 - Developed and constructed game architecture and game design features for Viacom, Sprocket Creative, Artist Life Vision, and Piranha NYC
 - Documented and communicated concepts and requirements to team members across different disciplines. Including mechanics, narrative, and level design
 - Lead user playtesting sessions to gather feedback and suggestions to help fine-tune multiple project and experiences

- **GAME DESIGNER / PRODUCER**
CemtrexVR | Oct 2018 - March 2019
 - Created and maintained detailed game design ideas/documents for all phases of project development on Qazar, Star Force, and Splash throughout the player life-cycle.
 - Conceptualized, designed and developed fun, engaging mechanics, levels and systems on multiple projects
 - Responsible for all combat related systems for Star Force including enemy and weapon design
- **Freight Train Conductor**
Norfolk Southern | Feb 2012 - Oct 2018
 - Ensured compliance with all train orders, signals, and railroad rules and regulations for safety, operations, and the Federal Railroad Administration (FRA)
- **Avionics Systems Journeyman**
USAF | Nov 2007 - Nov 2011
 - Performed troubleshooting, tracking, reporting, removal/installation, servicing/operational checks/inspections

EDUCATION

- **BACHELOR'S DEGREE**
Savannah College of Art and Design | Aug 2014 - May 2018
 - B.F.A. Interactive Design and Game Development GPA 3.75/4.00
 - Minor: Creative Writing

REFERENCES

Ash Gobindram | Chief Design Officer at Cemtrex
+631 678 7266 | ash@cemtrex.com

Andrew Kelley | Creative Director at CemtrexLabs
+516 881 0720 | akelley@cemtrexlabs.com

SKILLS

- Virtual Reality
- Unity
- Agile Development
- Jira/Sourcetree
- Github
- Narrative Design
- Unreal Engine
- C# scripting
- Augmented Reality
- Troubleshooting
- Visual Storytelling
- Oculus VR
- HTC Vive
- UI/UX