





# Matthew Barrett

## GAME DESIGNER

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## PROFILE

A passionate Game Designer with experience in gameplay, technical, narrative and level design. 4 years of industry experience in QA for AAA and indie.

## SKILLS

- Game Design Principles
- Level Design and Blockouts
- Scripting and Implementation
- Communication and Collaboration

## SOFTWARE

- Unreal + Unity
- Jira
- Confluence
- Adobe suite
- Figma
- Machinations
- GitHub

## WORK EXPERIENCE

### QA TESTER (INTERMEDIATE)

Aug 2022 - Present

#### *Coatsink, Gateshead*

- Created and maintained test plans to guarantee thorough examination of features.
- Collaborated with other disciplines to ensure efficient resolution of issues.
- Consulted with designers for playtest feedback and input on planned features
- Practised and studied prototyping, scripting and game design documentation in self-development time.

### QA TECHNICIAN

Oct 2021 - Aug 2022

#### *Codemasters, Southam*

- Conducted detailed testing of complex systems in large AAA titles (*F1 22*, *GRID: Legends*).
- Collaborated with a large testing team to ensure stringent adherence to specs and certification requirements.

## EDUCATION HISTORY

### BA (Hons)

#### Computer Games Design

Sep 2018 - May 2021

#### Teesside University

Graduated with First Class Honours

Relevant Modules:

- Journeyman (16-person team, assistant lead role)
- Beta Arcade (10-person mixed-discipline team)
- Game Design and Mechanics
- Mission Design
- Games Writing
- Games Prototyping

### Level 3 Extended Diploma

#### Next Gen Games Design, Animation and VFX

Sep 2016 - May 2018

#### Sunderland College

Graduated with Distinction