

Matthew Hutchinson

Game & Level Designer

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Professional Experience

Game Designer

Flix Interactive - June 2021 - Present

- Collaborated with Rebellion to design post-launch content for Sniper Elite 5.
- Designed level blockouts and combat encounters for single player missions and multiplayer maps.
 - Used various in-house tools to create objectives, player/enemy dialogue, and other scripted events.
 - Created concise design documentation detailing the level and objective flow.
- Set up and balanced a number of weapons featured in the game's 'Weapon Packs'.
 - Designed weapons and their attachments with consideration of real-world weapon stats and performance expectations.
 - Extensively playtested weapons in different scenarios, with different playstyles, and in different gamemodes.

Personal Projects

Technical Designer (City Management Sim)

Developed a gameplay prototype for a city building and management game. Various systems were implemented, including road/building placement, power connectivity and distribution, and an economy system influenced by various world stats.

Technical Designer (Procedural Dungeon Generator)

Developed a tool for generating levels for a dungeon crawler game in the style of The Binding of Isaac/Enter the Gungeon. Provided various parameters to allow for intricate customisation of the generation process. Produced technical documentation outlining how to use and expand on the created systems.

Level Designer (Prodeus)

Designed a single-player level from start to completion, including concepts, blockouts and set dressing; specifically designed to match the look and feel of the game's original campaign levels. Created engaging gameplay events through an interesting level layout and enemy encounters, scripted using the editor's node-based scripting tools.

About Me

I am a game designer with a passion for designing the technical systems and elements of games, for the opportunity to explore interesting new areas of design, and the excitement of seeing such elements come to life in intricate and interesting game worlds.

I have a long-standing interest in game development, beginning with creating levels for Counter-Strike: Source, and eventually leading to studying Games Design at higher education and producing various projects out of interest and passion for the subject.

Proficiencies

Skills

- Level Design, Encounter Design
- Technical & Systems Design
- Combat Design
- Design Documentation
- Project Management
- Technical Animation Skills

Tools

- Unreal Engine 4 (including Blueprints, UMG)
- Valve Hammer Editor
- 3DS Max
- Adobe Photoshop
- Microsoft Office & Google Docs
- Perforce
- JIRA, Confluence & Trello

Education

Staffordshire University | 2018 - 2021

First Class Honours -
BSc (Hons) Computer Games Design

Midsomer Norton Sixth Form | 2015 - 2017

BTEC Diploma in IT & Games Design
A Level Maths

Somervale School | 2010 - 2015

11 GCSE's A* - C, including Maths A*, English A