

Matthew Bryant

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www.zyphermangamedesign.com

Skills

System Game Design

Mechanics Game Design

Live Service Game Design
& Maintenance

Economy Design

Presentation & Pitch

User Flows & Design
Mock-Ups

Unity

Agile & Scrum (Jira)

Json, C#, ...

Professional Experience

Perblue

July 2022 - Jan 2023

Twisted Towers/Unannounced Project

Game designer III (remote)

- Designed different mechanics and systems for both Twisted Towers and the unannounced project while working remotely for PerBlue.
- Coordinated with team leads creating design docs and system specs for various features on both projects.
- Communicated / coordinated between different disciplines to meet the design needs of the team while creating walkthroughs / wireframes in Figma for both projects.
- Adapted design priorities when active work on Twisted Towers finished, and pivoted to the needs of the unannounced project.
- Worked on designing features for Twisted Towers while the game was in soft launch based on user and product manager feedback with the objective to hit KPI goals put forth by PerBlue.

Asteri

March 2018 - March 2022

Drill Dash

Game producer/principal designer (remote)

- Acted as project lead for Drill Dash including creating all the designs for the game, as well as overseeing and approving all UI, design and art elements for the project.
- Coordinated with the Lead programmer and other devs on the creation and continued development of Drill Dash.
- Created and expanded on deadlines and milestones for Drill Dash to reach from its inception to planned release date.
- Coordinated with project manager on updated to overall game project, as well as presentations to the higher ups at Asteri when milestones for the project were reached.

- Continued to lead daily scrum meetings and communicate with the team remotely through slacks as well as coordinate sprints in Jira.

Gobsmax

Principal game designer (remote)

- Expanded on the mechanic, system and economic design of Gobsmax galaxy both before and during its soft launch based on metrics collected for the game .
- Created / Oversaw 100+ levels spread over 40+ stages in Unity utilizing metrics from small playtest groups to help create a fun yet challenging progression through the game.
- Tuned monetization / player retention for Gobsmax from incoming metrics to reach desired company KPI's
- Created 70+ design documents expanding on ideas for all aspects of Gobsmax Galaxy. From level layout and mechanic design, to monetization systems for the game; All info was organized and kept in a living google spreadsheet design doc.
- Reviewed work between the Asteri team and the contracted second team.

Wicked Fun

March 2016-Sept 2017

Force of Elements/Unannounced Project

Game Designer (Remote)

- Designed mechanics and game systems for Force of Elements. While balancing unreleased and live-op characters for the game.
- Worked collaboratively with the team via remote work to design, iterate and implement new content for both Force of Elements and the unreleased project.
- Communicated and collaborated with both publishers and partners of the IP used in the unreleased project to see brand integrity maintained, while expanding the lore of an established comic universe with the head editor of the company at time.

Haiku Games

Jan 2015 - May 2015

Adventure Escape: Time Library

Jr. Game Designer (Remote)

- Designed levels and puzzles for the project working fully remote.
- Brainstormed new design ideas with the project lead while documenting and working with the art team to finalize ideas for puzzles and locations.

Vector Unit

May 2013 - Aug 2013

Riptide GP 2

Jr. Game Designer

- Designed mechanics and systems for the upgrade paths and vehicles for the award winning mobile racing game, Riptide GP 2.
- Iterated on level design using the in-house engine based in JSON, while learning the differences and strengths found in mobile vs. non-mobile game design.

Education

San Jose State University

Bachelor of Fine Arts (Digital Media)