

Matthew Searle

Senior Gameplay Designer

Pebbles, Worlds End,
Grimley,
Worcester – WR2 6NN
07484743699
matthewsearlegames@hotmail.com

Profile

Experienced and ambitious Game Designer who strives to create compelling and innovative player experiences. 5+ Years' experience in Game Design across 4 projects and been involved in all parts of the development cycle from concept to release.

Experience

PLAYSTATION LONDON STUDIO - Senior Gameplay Designer

October 2022 – Present –
Announced Project – Under NDA

SUPERMASSIVE GAMES - Senior Game Designer

April 2022 – September 2022
The Quarry – All Platforms - Shipped 10/06/2022.

SUPERMASSIVE GAMES - Advanced Game Designer

October 2021 – April 2022

SUPERMASSIVE GAMES - Game Designer

June 2018 – October 2021
Man of Medan – Shipped 30/10/2020.
Little Hope - Shipped 30/07/2019.

Achievements

- Sole designer on a prototype team to create early designs for new mechanics.
- 4 years' experience working with mocap data and helping to run stunt shoots.
- Led multiple mechanics seeing them from paper design to release.
- Worked on both single and multiplayer games.
- Created a new cinematic combat system for Quarry from paper to release.
- Worked on The Quarry from its conception to release.

Portfolio

<https://www.mattsearlegamedesign.com/>

Education

Computer games arts
(BA hons)
Farnham UK
2014-2017

Strengths

- Team Oriented
- Creative Thinking
- Self-Motivated
- Passionate
- Problem Solver
- Task Management
- Adaptable

Skills

- Systems Design
- 3C's Design
- Mechanics Design
- Cinematic Design
- Gameplay Design
- UX Design
- Cinematography
- UE4 Knowledge
- Photoshop
- Single-player games