



## ABOUT ME

- I approach every project with an open mind and a desire to learn.
- I value preserving the health of my team to deliver high quality products.
- Meeting and working with people who challenge what I think, feel, and believe has been pivotal to my growth as a designer.

## SKILLS

Level Design  
Game Design  
Visual Scripting  
Conflict Resolution

## LANGUAGES

English - Native  
Swedish - Intermediate

## SOFTWARE

- Unreal Engine
- Unity
- Github
- P4V
- Jira
- Godot
- Blender
- Maya

# MATTHEW WILLIAMS

Level Designer +46 70 496 79 30

## EDUCATION

September 2023 - Present



### Futuregames

Game Design - Level Design Specialization

- Created prototypes using C# and Blueprints Visual Scripting
- Developed workflows and utilized toolsets for outlining, pitching, and creating levels from the analysis and text document stage, to refined blockouts
- Built levels in multiple engines across different platforms

October 2023 - October 2024

Game Projects

- Participated in the ideation phase with other disciplines and pitched our intent to a panel of industry professionals
- Scoped projects and delegated tasks in order to meet milestone deadlines
- Created sketches, moodboards and blockouts according to design goals and iterating on my work to meet project needs

Feb 2023 - March 2023



### Futuregames

Preparatory Course

I received direct training and feedback from Futuregames students and staff on my work sample.

## EXPERIENCE

November 2024 - Present



### Futuregames

Class Representative

Attend board meetings with studio representatives and Futuregames staff to review and discuss the state of the industry, the student experience, and potential solutions to pressing issues.

I serve as a point of contact between the students and the school administration.

November 2024- December 2024



### Futuregames

Student Mentor

Twice a week, I gave group and individual mentoring to potential Futuregames students, including feedback specific to work sample applications to Futuregames.