

Matt Longcore

Level & System Designer

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Academic Projects

Design Lead/Level Designer Jun 2020 - Dec 2021

Cyrah's Ascent (team of 25)

A third person action combat game featuring a variety of spells and abilities

- Led team of three designers from prototyping to post-production
- Designed levels and encounters to highlight fast-paced combat
- Collaborated with discipline leads to maintain the project's vision

Designer Sept 2021 - Dec 2021

Hex Upon You (Solo Project)

A two-player competitive puzzle game played on a hex grid

- Scripted complex hex grid behavior for tracking matches
- Created exciting counterplay with attacking mechanics
- Designed layers of feedback for all in game actions

Level Designer Sept 2019 - Jul 2020

Goodnight, Lily (team of 13)

A 2D platformer with light-based mechanics in custom engine

- Took ownership of level creation and character ability balance
- Collaborated across disciplines to manage vision and scope
- Acted as primary QA tester in order to identify in-engine issues

Work Experience

Design Research Sept 2015 - May 2016

Seerflix - Bellevue, WA

- Led design research for software start-up focused on commoditizing the development of marketing case studies
- Developed surveys, questionnaires and conducted interviews with marketing professionals to determine feature effectiveness

Education

Bachelor of Arts, Game Design Apr 2022

DigiPen Institute of Technology - Redmond, WA

Bachelor of Arts, Psychology May 2015

Gonzaga University - Spokane, WA

SKILLS

Languages

- C, C#, C++
- Blueprints

Software

- Unity Engine
- Unreal Engine 4
- Autodesk Maya
- Adobe Photoshop
- Visual Studio
- GIT
- Excel

Soft Skills

- Analytical Thinker
- Confident Presenter
- Clear Communicator
- Effective Tester