

Matthew Geer – Game Designer

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Computer Skills

MS Word, Excel, PowerPoint, Illustrator, Photoshop, InDesign, Flash, 3DS Max, Maya, Zbrush, Unity, Unreal Development Kit, Fallout 3 GECK Editor, Dragon Age Toolset, Python

Work History

Mission Designer 343 Industries Kirkland, WA *March 2012 – Present*

- Design encounters for two campaign missions on Halo 4, and five DLC expansion missions.
- Script all major events in assigned missions – including vignettes, narrative hooks, and FX.
- Responsible for AAA-quality polish and pacing.
- Completed many various bug-fixing tasks across all levels.

Game Designer BBC Worldwide Santa Monica, CA *April 2011 – March 2012*

- Create and execute ways to bring the BBC's biggest brands to the gaming market.
- Lead meetings with developers and show teams.
- Build web, social, and mobile games and prototypes using Unity and Flash.

Design Intern Blind Squirrel Games Santa Ana, CA *January 2011 – March 2011*

- Design and prototype levels and encounters for a pitch package within UDK.
- Work heavily with UDK, especially kismet and the material editor.
- Actively participate in design meetings with the Creative Director, Level Designers, and Environment Artists.

Graphic Designer Relax The Back La Palma, CA *June 2008 – March 2011*

- Use Illustrator, Photoshop, InDesign, and Flash to create web and print advertisements.
- Work closely with the marketing director, outside printers, and franchisees.
- Experience meeting tight deadlines.

Education

The Art Institute of California – Orange County Santa Ana, CA *September 2010*
Bachelor of Science in Game Art and Design

Cerritos College Cerritos, CA *May 2008*
Associate of Arts in Digital Art

Awards/Activities

- Global Game Jam 2010, 48 Hour Game Challenge *January 2010*
- IGDA – Orange County Chapter Design Contest Winner *October 2009*