

Matthew Swaney

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WWW: Bold Profile

Robust experience in creating games while working both in a team and individually. Achieves intended concepts according to project requirements by utilizing diverse technology resources. Poised and committed in listening carefully to critiques and requests, incorporating feedback and boosting project outcomes to surpass expectations.

Skills

- **Game Systems Design** (Progression, Economy, AI, Combat)
- **Level & Encounter Design** (Balancing, Pacing)
- **UI/UX & Player Feedback Systems**
- **Microsoft Office Proficiency** (Excel, Word, PowerPoint)
- **Gameplay Scripting** (C#, Unity, Unreal familiarity)
- **Prototyping & Iteration** (Playtesting, Data Analysis)
- **Version Control & Agile Development** (Git, Jira)

Experience

Unity Developer

GameDevHQ, Waipahu, HI

October 2023 - Current

- Designed and implemented **gameplay systems** from scratch.
- Worked with **2D/3D assets** to enhance game visuals.
- Utilized Unity's animation system for character **blending and refinement**.
- Debugged and optimized for **high-performance builds**.
- Assisted with **code reviews and project troubleshooting**.

Freelance Game Designer / Dungeon Master

Self Employed, Waipahu, HI

June 2015 - Current

- Designed and balanced **combat encounters**, ensuring **strategic depth**.
- Iterated difficulty using **player feedback**.
- Created **dynamic enemy behaviors** and engaging combat scenarios.
- Developed and tested **homebrew mechanics** through playtesting.

Junior Web Developer

Epicodus, Portland, OR

August 2014 - November 2014

- Built and deployed **web/mobile applications** in a **full-stack** environment.
- Gained proficiency in **JavaScript, .NET, Ruby, Rails**.
- Worked in an **agile, project-based** learning environment.

Education

Bachelor of Science in Video Game Design April 2015
Full Sail University, Winter Park, FL