# MATTHEW LAKE

## SUMMARY

Game designer with technical skills and project management background who is passionate about crafting unforgettable and thought-provoking experiences. Demonstrated ability to coordinate with various organizations, personalities, and systems to ensure complex projects succeed. Leadership and communication skills which support critical feedback and positive team morale.

## TECHNICAL SKILLS

**Game Design**
- System Design and Implementation
- Player Progression
- Combat Design
- Enemy AI
- Level Design and Blockout
- Game Design Documentation
- Playtesting and Rapid Iteration

**Software and Programming**
- Unity Engine
- C#, Unity Visual Scripting, Visual Studio/Code
- Unity Version Control, Plastic SCM, Github
- Aseprite, Krita, Photoshop
- Trello, Teams, Slack, Box
- Microsoft Office & Google Docs

## TEAM AND PROJECT SKILLS

**Team and Project Collaboration**
- Communication and Leadership
- Staff Training, Mentorship, and Constructive Feedback
- Project Strategy and Organization
- Prepare Annual Roadmaps and Workshops
- Standardize Project Management Resources

## PROJECTS

**The Eclipse | Dungeon Crawler Jam | 2023**
- Designed and implemented a retro dungeon crawler that resolves combat with trick-taking gameplay instead of standard Action/RPG mechanics.
- Created original trick-taking combat and progression system that fully embraced the jam's theme.
- Programmed all systems, grid movement, combat, and enemy AI.

**Modern K-Art: Auction House | Juice Jam II | 2023**
- Developed a bullet hell game with strong implementation of theme that encouraged players to evaluate art.
- Created randomized challenges for dynamic gameplay that promoted diverse player experiences.

**Hocus Focus | Personal Project | 2022-2023**
- A personal project in the vein of XCOM to improve my understanding of 3D game development and establish a solid foundation for growth.
- Designed and programmed cover system that considers player stats during combat.

**Pimenton | Brackeys Game Jam | 2022 | *3rd most played game of the jam***
- Platformer with wall jumping mechanics that used coyote time to polish game feel.

## CONTACT

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## WORK EXPERIENCE

**Supervisor, Senior Fund Manager**
*UCLA Molecular, Cell & Developmental Biology | Los Angeles, CA | January 2021 - Current*

- Supervisor of MCDB financial office team of 5 employees. Responsible for staff recruitment, training, and feedback. Lead the team's collaborative efforts for meeting project goals, maintaining clear documentation, and standardizing resources.

**Senior Fund Manager**
*UCLA Sociology | Los Angeles, CA | June 2018 - January 2021*

- Collaborated with faculty and staff to ensure project and departmental goals are met. Maintained clear records and replicable patterns for efficient project management.

**Fund Manager**
*UCLA Integrative Biology & Physiology | Los Angeles, CA | August 2015 - June 2018*

- Worked with faculty, lab staff, and campus admin directly in regard to both pre-award and post-award grant management.

## EDUCATION

**Bachelor of Arts**
Anthropology / Minor in Philosophy
University of California, Los Angeles
2012