



MATTHEW LAMBURN – Game Designer

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Profile

Positive and highly motivated, my aim is to use everything I've learnt from Staffordshire university as well as using my industry experience to push my skills to their limits, advance my knowledge and create new and exciting experiences for players to enjoy for countless hours.

Skills

Game Design

- Design Documentation.
- Level Design & Blockout.
- Playtesting and Iterations.
- Research.
- Confluence.
- Affinity Designer (Photo editor)
- Nuclino (Documentation)

Game Editors

- Unreal Engine 4 (Blueprints)
- Game Maker Studio. (GML)
- RPG Maker

Personal

- Works well as a team.
- Keen eye for detail.
- Motivated to produce the best work possible.

Industry

- Office 365 & Google Docs.
- JIRA / Redmine (bug reporting)
- Xbox Dev Kit (XDK)
- Quality Control

Experience

MAY 2022 – PRESENT

QA Analyst / Team17, Wakefield

- **Marauders**, FPS, Time on project: 30th May 22 - Present
- Platform worked on – Steam PC
- Test features implemented into the game.
- Writing detailed Bug reports on Redmine (Including Images and Videos)
- Worked Collaborative with others as well as independently following test plans.
- Updating Test plans to fit the content added from build notes.
- Technical skills used during the project – Excel, Word, Redmine, Bug Reporting, Quality Control, Communication and being a Team Player.

MARCH 2020 – MAY 2022

QA Technician / EA / Codemasters, Southam

- **F1 22**, Racing, Time on project: 13th Jan – 27th Apr 2022
- Platform worked on – Xbox One X, Xbox Series S
- Test features implemented into the game.
- Writing detailed Bug reports on JIRA (Including Images and Videos)
- Worked Collaborative with others as well as independently following test plans.
- Technical skills used during the project – GDK, JIRA, Bug Reporting, Quality Control, Communication and being a Team Player.

- **Grid Legends**, Racing, Time on project: 1st June 21 – 13th Jan 2022
- Platforms worked on – Xbox One X, Stadia.
- Test features implemented into the game.
- Writing detailed Bug reports on JIRA (Including Images and Videos)
- Worked Collaborative with others as well as independently following test plans.
- Technical skills used during the project – XDK, JIRA, Bug Reporting, Quality Control, Communication and being a Team Player.

- **DIRTS**, Racing, Time on project: 31st July 20 – 1st June 2022
- Platforms worked on – Xbox One X, Stadia.
- Test features implemented into the game.
- Writing detailed Bug reports on JIRA (Including Images and Videos)
- Worked Collaborative with others as well as independently following test plans.
- Technical skills used during the project – XDK, JIRA, Bug Reporting, Quality Control, Communication and being a Team Player.

- **F1 2020**, Racing, Time on project: 2nd Mar 20 – 31st July 2022
- Platforms worked on – Xbox One X, PS4.
- Test features implemented into the game.
- Writing detailed Bug reports on JIRA (Including Images and Videos)
- Worked Collaborative with others as well as independently following test plans.
- Technical skills used during the project – XDK, JIRA, Bug Reporting, Quality Control, Communication and being a Team Player.

JANUARY 2019 – APRIL 2019

Senior Tech Designer / Group 10, Staffordshire Uni

- Project worked on – **Masquerade**, Adventure, Player explores a dystopian Venice trying to restore the Venetian festival and bring happiness back to the city.
- Unreal engine 4, PC
- A.I - Creating the enemy Robots (Camera, sight patrol, sound patrol) camera AI acts as an alarm alerting other AI to the area, sight patrol AI walks around level and only activates when it sees the player. Sound patrol AI walks around level and only activates when it can hear the players footsteps.
- Implement the animations for characters (AI and Player)
- Organise tasks for juniors.
- Created Test Builds for QA sessions. Detailed Test results on JIRA with a colour code ready for fixing.

- Technical skills used during the project – Unreal Engine, Blueprint Scripting, A.I Behaviour Trees, Communication and Team Player.

SEPTEMBER 2017 – APRIL 2018

Junior Tech Designer / Zero Ideas Studios, Staffordshire Uni

- Project worked on – **Spoils of the Sea**, Adventure, Player's sail around the map looking for objectives to earn gold, perform acts of piracy and destroy other players ships.
- Unreal engine 4, PC
- A.I - Creating the enemy ship types (Navy and Convoy) Player and A.I Visual- getting particles to spawn at certain damage values. Water Spray behind the ships. Tutorial work - UI pop ups, checkpoint counter, kill counters, objective pop ups Piracy acts - objectives for players to complete.
- Was part of the QA team to find any bugs within the project. Detailed how I was able to find this bug and replicate it then write it up on Trello ready for the Seniors to decide on the seriousness of the bug.
- Technical skills used during the project – Unreal Engine, Blueprint Scripting, A.I Behaviour Trees, Communication and Team Player.

JANUARY 2016 – 2019

Global Game Jams / Staffordshire Uni,

- **Boo! A Ghastly Tale!** – 2019 – UE4 – Technical Designer
- **Good Night Parasite** – 2018 – UE4 – Technical Designer
- **Plague Wave** – 2017 – Board Game – Designer
- **The Follower** – 2016 – UE4 – Project Lead – Designer

Education

SEPT 2015 – APRIL 2019

BSC (HONS) Computer Gameplay Design and Production / Staffordshire University, Grade: 2:1

3rd year modules included:

- Senior Collaborative Games Development & Testing (84%)
- Individual Games Technology Project (62%)

2nd year modules included:

- Gameplay Applications (82%)
- Junior Collaborative Game Development and Testing (81%)
- 3D Games Design and Development (61%)

1st year modules include:

- Fundamentals of Gameplay (82%)
- Introduction to Games Design (77%)

Hobbies

Playing multiple genres of games such as FPS, Survival, Racing and MMO. Watching F1, Taking my son out for adventures to the Zoo and spending time with my family.

References available on request