




# MATTHEW LAMBURN – Game Designer

Uttoxeter, Staffordshire, UK 

07745374905 

mattlamburn@hotmail.com 

shorturl.at/rtAOX 

www.matthewlamburngames.com 

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## Objective

Positive and highly motivated to advance my career in the Games Industry. I'm looking to apply the skills I learnt during my time at university and use these within an industry setting which will allow me to grow as a games designer.

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## Skills

### Game Design

- Design Documentation.
- Level Design & Blockout.
- Playtesting and Iterations.
- Research.
- A.I Design.
- Confluence

### Personal

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

### Game Editors

- Unreal Engine 4 (Blueprints)
- Game Maker Studio.
- Unity.

### Industry

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

## Experience

JUNE 2021 – PRESENT

### QA Technician / EA / Codemasters, Southam

- **Unannounced Title**, Racing - 2022
- Platform worked on – Xbox One X, Xbox Series S
- Test features implemented into the game
- Write 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.

MARCH 2020 – JUNE 2021

### **QA Technician / Codemasters, Southam**

- **F1 2020**, Racing (Release - July 10<sup>th</sup>, 2020)
- Platforms worked on – Xbox One X, PS4
- Test features implemented into the game
- Write 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.
  
- **DiRT5**, Racing (Release – November 6<sup>th</sup>, 2020)
- Platforms worked on – Xbox One X, Stadia
- Test features implemented into the game
- Write 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, Players 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

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## **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%)

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## **Activities**

Going to the local Airsoft site with a group of friends to practice our game strategies. Playing multiple genres of games such as FPS, Survival, Racing and MMO. Taking my son out for adventures and spending time with my family.

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## **References available on request**