Matthew Barcas

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(470) 985-5352

Duluth, GA

SKILLS

- _Design_: Multiplayer level design, Gameplay & Combat Design, Gameplay Triggers & Events, Whiteboxing and Prototyping, World Building, Iteration, Optimization, Pre and Post Release Balancing
- _Scripting_: Unreal Kismet, Unreal Blueprint, Unreal Sequencer, GAS
- _Engines_: Unreal, Source, Unity
- _Other_: 3DS Max, Maya, Blender, Photoshop, JIRA, Perforce, Tortoise SVN

Levels for Review

SMITE - _Medusa's Deathmatch_
SMITE/SMITE 2 - _Conquest_
Realm Royale - _Old Manor_
Rogue Company - _Breach_

EMPLOYMENT HISTORY

Hi-Rez Studios, Alpharetta, GA   December 2019 – Present
Senior Level Designer

SMITE 2 _(PC, PS5, Xbox Series X/S)_ – Unreal Engine 5
- Lead the design of the Conquest map, SMITE 2's main competitive game mode
- Rapidly developed gameplay content to sustain a live service game
- Fostered talent moving from SMITE 1 to 2
- Used Unreal's Blueprints/GAS to create gameplay content for all of the maps

Divine Knockout _(PC, PS4, Xbox One, Switch)_ – Unreal Engine 4
- Lead two level designers in creating 3D brawler arena levels
- Designed the maps "Boulder" and "Merlin's Library"
- Defined standards for metrics and gameplay content within the arenas

Rogue Company _(PC, PS4, Xbox One, Switch)_ – Unreal Engine 4
- Designed multiplayer third person shooter levels for Demolition, Strikeout, Wingman and Extraction game modes.
- Designed the Demolition game mode.
- Picked up the Tutorial from a past Level Designer and brought it to completion for the Closed Beta release.
- Used UE4's Blueprint system to create various gameplay objects and sequences, such as the Tutorial sequence, the Tasks system within the Tutorial, the subtitle system, the Dropship sequence at the start of each round, and breakable props within the levels.

Hardsuit Labs, Renton, WA   April 2019 – November 2019
Level Designer

Vampire the Masquerade: Bloodlines 2 (_PC, PS4, Xbox One_) – Unreal Engine 4
- Implemented all of the cinematic events that occur during gameplay.
- Developed a standard process for the creation of these narrative moments.
- Designed and scripted gameplay for quests, including mission progression, NPCs, combat, and rewards.
- Helped establish stability through scripting standards and improved readability within Blueprints.

Hi-Rez Studios, Alpharetta, GA   July 2015 – April 2019

Level Designer

SMITE *(PC, PS4, Xbox One)* – Unreal Engine 3
- Completely redesigned SMITE's main competitive map from prototype to shipping, including layout, theme, NPCs, NPC balance, timings, objectives, and scripted events.
- Redesigned layout, timings, objectives, and NPC gameplay on *SMITE's* casual maps Clash and Joust.
- Redesigned the new player tutorial to improve player retention.
- Worked with game designer to create and ship brand new maps alongside new game modes every 10 weeks under the name **SMITE: Adventures.**
- Collaborated with lead game designer to balance NPCs across all of the maps every half year based on player feedback.

Realm Royale *(PC) – Unreal Engine 3*
- Worked with senior level designer to create a 100 player large scale battleground map, including the creation of new points of interests, overall flow between POIs, spawn islands, item placement, and forge locations.
- Collaborated with artists to create a strong theme for each new point of interest that could introduce new types of gameplay.
- Worked with designers to prototype potential new game modes that would exist alongside the main game mode, such as 40v40 and Realm Wars.
- Designed, implemented, and produced a new tutorial to improve player retention.

Pure F.P.S., Los Angeles, CA   June 2014 – June 2015

Level Designer

Alone in the Dark: Illumination *(PC)* **–** Unreal Engine 4
- Collaborated with a team of level designers to implement combat encounters and objectives across all levels.
- Designed, scripted, and implemented combat, light mechanics, interactive objects, random item generation, and boss mechanics across all levels.