

MATTHEW // FARNSWORTH

GAME DESIGNER

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EXPERIENCE

DAMBUSTER STUDIOS - QA TECHNICIAN - QA TESTER

APRIL 2024 - PRESENT
OCT 2021 - MAR 2024

Helped launch Dead Island 2 to a positive reception from critics and fans, with special attention paid to the polished state of the title at launch.

Worked with team members from a wide range of disciplines to better identify issues and investigate them using advanced debugging options.

Effectively completed test plans before moving on to reviewing and writing my own for other team members to follow.

Organised and led bespoke tests with junior team members, teaching them best practices and ensuring tasks were completed thoroughly and efficiently.

TSN WARGAMING ARENA - VENUE MANAGER

MAY 2021 - OCT 2021

Designed maps and board layouts balanced for competitive wargaming. Received unanimous praise for the quality of the terrain at the venue.

Responsible for creating and promoting events, leading to events regularly selling out and high levels of customer satisfaction.

Handled a suite of 10 3D printers, performing maintenance and assessing files for their relevance to create high-quality wargaming tables in addition to designing trophies for events.

THE HONEST WARGAMER - DESIGN INTERN

JAN 2020 - MAY 2021

Responsible for designing and successfully launching the tSports Network, a new of format wargaming tournament, leading to the channel's biggest year ever with 166,149 live views.

Managed the setup, running, and expansion of the technical components of live events, resulting in coverage expanding from a single table to four concurrently.

Moderated social media pages and livestreams with 740 hours streamed in 2020.

AFFARI MEDIA - IMMERSIVE CONTENT DESIGN INTERN

AUG 2019

Concepted, designed, and demonstrated AR prototypes that were used to create trade show demos for clients.

Delivered comprehensive research into third-party AR APIs for Unity to expand business opportunities with existing clients.

Created extensive AR documentation for future projects to reference.

Optimised VR projects in Unreal Engine 4 to run at 120 FPS on Oculus Rift.

NOTTINGHAM TRENT UNIVERSITY

2016 - 2020

BSc (Hons) Games Production

Sept 2019 - June 2020

Winner Confetti Industry Week Game Jam 2020

FdSc Games Technology

Sept 2016 - June 2019

Selected for End of Year Showcase 2019 and display at Zero Latency

CODEMASTERS - QUALITY ASSURANCE

MAR 2015 - JUL 2015

Conducted high-standard testing procedures on F1 2015, the company's first PlayStation 4 release.

Created bespoke documents in Excel to improve the testing workflow.

Worked directly with audio designers to identify persistent audio issues.

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GAME DESIGNER

PROJECTS

● DEAD ISLAND 2

Dead Island 2 is a thrilling First-Person Action RPG featuring intense and gory Hack and Slash gameplay.

● RINSE AND REPEAT

Local co-op party game built and designed using Unity, displayed multiple times at university events.

● POCKET ROCKET

Idle resource management game developed for mobile using Unity's new mobile toolset.

● FUJITSU AR DEMO

AR trade show kiosk demo developed using Unity and Easy AR.

● TRANSMISCOMMUNICATIONS

VR puzzle investigation game developed for Global Game Jam using Unreal Engine 4.

● ROBBIN' ROBIN

Collectathon platformer created in Unity, won first place at Confetti Industry week game jam.

● DIG GAME VR

VR asymmetrical co-op game developed in Unreal Engine 4 using procedural generation.

● FI 2015

Simulation racing game, first project with a professional credit.

SOFTWARE SKILLS

 Unity

 Easy AR

 Adobe Photoshop

 C#

 Jira

 Quixel Mixer

 Unreal Engine 4/5

 3DS Max

 Adobe Premiere

 Visual Scripting

 Maya

DESIGN SKILLS

 Gameplay Mechanics

 VR

 Documentation

 Game Systems

 AR

 Scripting

 Level Design

 Mobile

ADDITIONAL SKILLS

 Artistic

 Rapid Prototyping

 Communication

 Team Management

 Constructive Criticism

 Self-Motivated

INTERESTS

In my free time, I devour books and movies from all over the world. I also enjoy painting miniatures, going to and participating in wargaming tournaments. I love cooking and baking, with an interest in Chinese cuisine. I also travel internationally multiple times a year. At the weekends, I and my friends participate in 5km runs and cold-water plunges. I draw from my interests to influence my design work and to create organic levels and robust, well-developed mechanics. I am passionate about participating in events that promote studio culture, regularly taking part in charity fundraisers, and organise team-building events at Dambuster.