

Matthew Thomas

World Builder

Level Designer

Gameplay Programmer

Contact

m.thomas.2546@gmail.com

Portfolio

matthomasgame.com



About Me:

I am a level designer and gameplay programmer with 5+ years of game development experience, having previously worked on the MMORPG "Legends of Aria". I build digital spaces that are fun to spend countless numbers of hours in.

I can pick up new tools quickly, and turn around content even faster. On my personal projects, I'll even build my own tools to speed up the process. My favorite part of game development is getting feedback from my colleagues, and having our collaborations pay off when the content ships and our players have a great time with it.

Software & Languages



Unity



Blender



C#



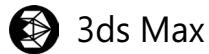
Unreal



Adobe CC



C++



3ds Max



Visual Studio



Lua

Work Experience



Citadel Studios
Legends of Aria
World Builder/Gameplay Programmer

January 2018
-
January 2021

A massively multiplayer online sandbox role playing game in the vein of Ultima Online.

- Built levels and world art for a Massively Multiplayer Online Sandbox game for over 1,200 active players.
- Creative lead and level designer/world builder for Dark Sorcery, Frozen Tundra and Outlands expansions.
- Programmed gameplay using Lua, constructed client features in Unity, and added new networked features for the server in C#.
- Collaborated frequently with artists to implement requested tools and features.



Intergalactic Education
Space World
Level Designer/Gameplay Programmer

June 2016
-
August 2016

An educational game about the commercial space industry. Teaches kids the logistics of space travel.

- Worked with a team in a studio environment on developing an educational game in Unity C#.
- Coded procedural world generation systems for an RTS portion of the game while updating older systems.
- Worked with designers and artists to build levels that were performant on mobile.



NOVAIGD
Game Dev Event Organizer

May 2015
-
May 2017

Northern Virginia Independent Game Development is, a monthly meetup of game developers in Northern Virginia.

- Founded Northern Virginia Independent Game Development (NOVAIGD) meetup group (meetup.com/NOVAIGD).
- Partnered with local businesses to organize networking events and development workshops for local game developers.
- Under my leadership, NOVAIGD grew to 800 members



Education
George Mason University
BFA in Computer Game Design

May 2016
-
December 2020

Coursework: Gameplay programming, online and mobile game development, 3d modeling and animation