

Matt Trussell

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GAME DESIGNER

System Design - Balance - Programming

Skills

Communication: Worked closely with Programmers, Artists and Producers, on a range of projects, understand the way different types of people interact, and am comfortable adjusting my process to work with others.

Programming: Completed the first 2 years of DigiPen's RTIS degree, and code casually for my own projects. I have a solid grasp of software engineering principles and game engine architecture.

Teamwork: Comfortable in junior positions, can take initiative and guide small teams. I enjoy working with different types of people, and recognize the individual benefits anyone can bring to a project.

Tools

- Microsoft Office
- Paper Prototyping
- C++
- Visual Studio
- Flash/Actionscript
- City of Heroes Mission Architect
- Unity
- 3DS Max
- Hammer
- Supreme Commander Editor

Education

DigiPen Institute of Technology
Bachelor of Science in Game Design - 2010

Experience

Mechanized Assault Tactical Team

(PC Turn Based Strategy Game - Senior Student Project, worked with team of 7 others)

- Systems Designer: Designed and implemented stat system, combat system, unit and weapon stats.
- Iterated heavily on stat values to keep units balanced but unique, as well as empower as many play styles as possible.
- Ran playtesting sessions to gather feedback on gameplay, balance, user experience, as well as finding bugs.
- Lead Designer: Worked with Programmers and Artists to implement Content Pipeline, worked with assistant designers to implement GUI and Missions.

City of Heroes Mission Arc: The Rise and Fall of F.A.N.G.

(PC MMORPG Mod - Individual Project)

- Created 5 mission arc that parodies 80s comic book and cartoon villains.
- Balanced custom enemies and encounters for both solo and group play.
- Used embedded narrative and humor to tell a deeper story beyond combat for players who take the time to explore and find it.

Teacher's Assistant - DigiPen Institute of Technology

(Part time employment - Game 150 and GAT 305)

- Assisted students in planning game engine architecture, answered coding questions. (Game 150)
- Applied grading rubric to 2D RTS maps, assisted students in designing and placing combat encounters and visual cues. (GAT 305)

Mechanized Assault Strategic Command

(Tabletop Strategy Game - Senior Student Individual Project)

- Translated Senior Game project world to tabletop form, allowing players to fight out battles on a larger scale using quick, efficient rules.
- Created a damage tracking system that kept the game from requiring heavy book-keeping or additional counters.
- Balanced units and victory conditions so that players could field custom or pre-set armies.

Alien Snack Run

(Board game - Junior Student Project, worked with a team of 3 others)

- Created rule set to fit an assigned board setup.
- Held the vision of a light-hearted family boardgame, worked to incorporate gameplay ideas without obscuring the simple rules structure.

Time Trials

(PC 2D Beat-em-up Game - Sophomore Student Project, worked with team of 4 others)

- AI Designer and Coder: Created and implemented simple goal based state machines for enemies.
- Created system for 2D level generation.

Lassen County Search & Rescue

(Volunteer - Technician)

- Set up computer system and equipment database for Command Bus.