Matt Campbell

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Portfolio / **LinkedIn**

PROFESSIONAL EXPERIENCE

Brass Token, Remote – Game Designer
TERM: MAR 2023 - JUL 2023
- Designed and implemented level layouts from concept on paper through white box and final scripting in engine, including gameplay beats, and resource balancing.
- Scripted combat scenarios and puzzles with UE blueprints.
- Tuned combat pacing, enemy placement, and traversal for improved player engagement.
- Assisted in the design and implementation of game systems.
- Balanced consumable and crafting resources across all levels.
- Tuned level collisions across all scenes.
- Debugged and resolved gameplay and scripting issues.
- Collaborated with art, audio, narrative, and programming departments to ensure timely, high-quality deliverables.
- QA Support through playtesting and feedback.

TERM: FEB 2022 - OCT 2022
- Balanced consumable and crafting resources.
- Scripted enemy encounters and gameplay beats.
- Tuned collision across all game levels.
- Adjusted level boundaries for sublevel streaming.
- QA Support.
- Production assistance.

Notable Projects:
- **The Chant** - Released: 3 NOV, 2022 [Website]
- **The Chant: The Gloom Below** - Released: 12 SEPT, 2023 [Website]

INDEPENDENT PROJECTS

Tiny Bot, Remote – Core Game Designer, Project Manager
TERM: AUG 2024 - CURRENT
- Led cross-disciplinary teams of 4–6 people on multiple titles, defining creative vision, gameplay systems, and core loops.
- Designed and implemented UI, VFX, and audio.
- Programming in GDScript.
- 3D asset creation in Blender.
- 2D asset creation in Photoshop
- Keyart and promotional assets (logo, banners, screenshots, and trailers).

Notable Projects:
- **Totem** - GMTK Game Jam 2025 [Website]
- **Hello Darkness** - Ludum Dare 57 [Website]
- **Poppet** - Ludum Dare 56 [Website]
- **GET A GRIP** - GMTK Game Jam 2024 [Website]

SKILLS & SOFTWARE
Game Design
Level Design
System Design
Gameplay Balancing
Problem Solving
Communication
Teamwork
Adaptability
Unreal Engine 4/5
Visual Scripting
C++/C#/GDScript/Python
Godot
Adobe Photoshop
Google Workspace
Microsoft Office Suite
SourceTree
Jira

EDUCATION
Vancouver Film School
Game Design (Honour Roll)
OCT 2020 – OCT 2021

LANGUAGES
English

PASSIONS
Vintage Game Collecting
System Modding/Debugging
Traveling
Board Games
3D Printing
Escape Rooms
Lego Building

REFERENCES AVAILABLE UPON REQUEST