

Matthew Bloise

50 Palatine APT 333 ♦ Irvine, CA, 92612

mbloise@gmail.com ♦ <http://www.mbloise.com/>

<https://www.linkedin.com/in/matthew-bloise/>

EXPERIENCE

Night Dive Studios – Irvine, CA

June 2017 - Current

System Shock 2018 (PC)

- Systems Designer
 - Designing Creature Combat Mechanics, Weapons, Hacking, and Player Progression.

Carbine Studios – Aliso Viejo, CA

May 2013 – March 2016

WildStar (PC)

- Game Designer
 - Designed for the new player experience by creating new quests and tutorials.
 - Created content for the transition to F2P, microtransactions, and the gacha system.
 - Domain owner for the tutorial, holo-wardrobe and guild systems.
 - Worked on system specs for:
 - Redesign of the action/spell system
 - Tutorial system rework
 - Group credit challenges
 - Assorted proprietary tools
 - Faction transfers
 - Tutored and guided upcoming associate designers from QA.
 - Redesigned the designer pipeline.
 - Balanced in-game experience, quests, and reputation.
 - Supported internal design, live, and engineering teams; as well as external localization teams.
 - Worked with Business Intelligence to establish and analyze metrics.

ZeeGee Games – Orlando, FL

April 2012 – August 2012

Thoroughbred World (Facebook and iOS)

- Created, wrote story for, and implemented quests.
- Designed EXP curve and reward system.

Campaign Story (iOS)

- Wrote modular text and dialogue and designed game system.

SKILLS AND SOFTWARE

Design Skills

Content Creation
Systems Design
Technical Design
Writing
World Building

Game Engines

Unreal 4
Havok Vision
Unity

Scripting Languages

Python
SQL
Ruby
Lua
ActionScript 3.0

Other Software

Microsoft Office Suite
Adobe Creative Suite
Perforce
Visual Studio

EDUCATION

- M.S. in Interactive Entertainment, Florida Interactive Entertainment Academy, specializing in video game design.
- B.A. in Political Science, with minors in Asian Studies and Japanese, Hofstra University
- Hofstra in Japan Study Abroad Program