

Matthew Bloise
50 Palatine APT 333 ♦ Irvine, CA, 92612
mbloise@gmail.com ♦ <http://www.mbloise.com/>

EXPERIENCE

Game Designer, Yamo Studios

August 2018 - Current (Contract)

Rot In a Porcelain Dream (PC - In Development)

- General gameplay scripting and engineering work in Unity:
 - UI scripting and interfacing.
 - Tools work, including editing Unity directly for easier design use.
 - Scripting out AI behaviors and routines.
- Systems design work consisting of consumables creation and drop rates.

Systems Designer, Night Dive Studios

June 2017 - March 2018

System Shock 2019 (PC - In Development)

- Worked on combat in Unreal 4, including:
 - Creature combat, creating enemies and AI routines.
 - Created and stated out weapons.
- Designed hacking and player progression systems.

Game Designer, Carbine Studios

May 2013 - March 2016

WildStar (PC - Released)

- 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, pitched, and was responsible of 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.

Junior Designer, ZeeGee Games

April 2012 - August 2012

Thoroughbred World (Facebook and Mobile - Released)

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

Campaign Story (Mobile - Released)

- Wrote modular text and dialogue and designed game system.

SKILLS AND SOFTWARE

<u>Design Skills</u>	<u>Game Engines</u>	<u>Languages</u>	<u>Other Software</u>
Systems Design	Unity	C#	Microsoft Office Suite
Technical Design	Unreal 4	Python	Adobe Creative Suite
Metrics and Analytics	Havok Vision	SQL	Perforce
Mission Design		Ruby	Visual Studio
Writing		Lua	Microsoft SQL Server
World Building		ActionScript 3.0	Hadoop and HiveR

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.