MAB

Matt Bromley – Video Game Content | Mission | Level Designer

Enjoys the changing responsibilities during development with a love for implementation phases. Works well independently or as part of a team and learns quickly with a technical aptitude and strong work ethic. Appreciates different perspectives and opportunities to learn & grow.

DETAILS

✉ mbroms999@gmail.com

📍 Bay Area, CA, USA

🗄 Portfolio: avld.org

Ⓘ Matt on LinkedIn

SKILLS

Core Competencies
Attention to Detail
Analysis & Critique
Problem Solving
Communication

2D & 3D Programs
Adobe Photoshop
3ds Max, Maya

Game Engines
Unreal 3, 4, & 5, Unity
Proprietary: Hangar 13 & Crystal Dynamics

Programming & Scripting
Visual Scripting, HTML, CSS

Productivity
MS Office Suite, MS Visio
Atlassian Confluence

Shipped Platforms
PC, PC VR, STADIA
PS3, PS4, PS5
XBox360, XBoxOne, XBoxS/X

Version Ctrl & Bug Tracking
Perforce, Plastic
Atlassian JIRA
TestTrack, DevTrack

Localization
English
French (Non-native)

BACKSTORY

Bates College
Lewiston, ME, USA
B.S. Geology, French

CAMPAIGN QUESTS

Senior Designer | Crystal Dynamics, San Mateo, CA & Remote   **Sep 2019 – Present**
! *A Crystal Dynamics Project*
✓ *MARVEL'S Avengers -* SP/MP 3P Action/Adv/Brawler | PC, PS4, PS5, STADIA, XBoxOne, XBoxX/S | Sept 4, 2020; *Discordant Sound* DLC | Nov 30, 2021
  ▪ Contributed to Singleplayer and Multiplayer portions

Lead Level Designer | Downpour Interactive, Remote   **Mar 2019 – Sep 2019**
✓ *Onward VR* - MP FPS | PC VR: SteamVR & Oculus | v 1.6 May 31, 2019, v 1.7 Oct 30, 2019
  ▪ Lead the design team in finalizing their largest-to-date Level
  ▪ Lead and assisted in cleanup, optimization, and organization of existing content

Senior Content Designer | Cloud Chamber Studios, Novato, CA   **Jul 2017 – Aug 2018**
✓ *A 2K Games Project*
  ▪ Explored designs in a first-person shooter framework

Senior Mission Designer | Hangar 13 Games, Novato, CA   **Oct 2013 – Jul 2017**
✓ *Mafia III* - SP Open World 3P Shooter | PC, PS4, XBoxOne | Oct 7, 2016; *Sign of the Times* DLC | Jul 25, 2017
  ▪ Researched and designed proprietary editor tool improvements
  ▪ 2016 E3 level support and significantly contributed to multiple Campaign Missions, some open-world content, docs, scripting, optimization, and finalization

Senior Level Designer | 2K Marin, Novato, CA   **Oct 2011 – Oct 2013**
✓ *The Bureau: XCOM Declassified -* SP RPG 3P Shooter | PC, PS3, XBox360 | Aug 20, 2013; *Hangar 6: R&D* DLC | Nov 8, 2013
  ▪ Designed tutorial level; leveraged learnings for the beginning of the game
  ▪ Significantly contributed to multiple Campaign and Side Missions; docs, greymaps, scripting, optimization, and finalization

Senior Level Designer | Kaos Studios, New York, NY   **Mar 2008 – Jun 2011**
✓ *Homefront* - SP & MP FPS | PC, PS3, XBox360 | Mar 15, 2011; *The Rock Map Pack* DLC | Jul 28, 2011
  ▪ Evaluated technology and designed editor tool improvements
  ▪ 2009 & 2010 E3 levels support and significantly contributed to multiple Campaign Missions; some MP levels, docs, greymaps, scripting, optimization, and finalization

Level Designer | Kaos Studios, New York, NY   **Aug 2007 – Mar 2008**
✓ *Frontlines: Fuel of War -* SP & MP FPS | PC, PS3, XBox360 | Feb 25, 2008
  ▪ Created optimization reports with design recommendations

Level Designer | N-fusion Interactive, Manalapan, NJ   **May 2006 – Aug 2007**
✓ *Hour of Victory* - SP & MP FPS | PC, XBox360 | Jun 26, 2007
  ▪ Significantly contributed to multiple Campaign Missions: docs, greymaps, scripting, lighting, VFX, and finalization

SIDE QUESTS

Panelist & Presenter| IADT Detroit, Troy, MI   **Jun 2009**
✓ Interfaces Conference 2009 - Presenter: *Analyzing Level Design from Abstract Concepts down to Measurable Attributes*

Editor| Sjoerd De Jong, Remote   **2006 – 2008**
✓ *"The Hows and Whys of Level Design"; 1st Edition: 2006, &* 2nd Edition: 2008
✓ *"The Hows and Whys of the Games Industry"*; 2007