

Matthew Lopez

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Gilberts, Illinois

Portfolio:

<https://matthewlopez611.wixsite.com/website>

Education

DePaul University 2016-2020

College of Computing and Digital Media

BOS in Game Design; Summa Cum Laude

Honors Program 2016-2020

Technical Skills

Unreal Engine 3-5

Unity

Blender

Autodesk Maya

Houdini

Substance Painter

Adobe Suite: Illustrator, Photoshop

Audacity

Protools

Perforce, GitHub, SVN

Visual Studio

Microsoft Office

Google Drive (Sheets, Docs, Slides)

Mac and Windows

Activities

Various Game Jams 2016-Present

CCCJTDC Game Program 2019-2022

MTG Commander League 2024-Present

For more info and other projects visit the Portfolio Site linked above.

*Gap in start/end times was spent on an undisclosed, unannounced incubation project that may have been scrapped.

Experience

Snail Games USA

5/2021-6-2025

Game Designer, Reference: Matt Kohl, Studio Lead: 720-480-6978

-Utilized Unreal Engine to modify and create assets across multiple projects (Atlas, For the Stars, Ark: Aquatica).

-Created and reworked design documents for leadership covering subjects from boss battles to level design to systems across the listed projects above.

-Collaborated with outsourced engineer teams to achieve gameplay goals and functionality.

-Assisted with promotional content (QnA sessions and trailers).

-Performed Quality Assurance testing and fixing on a live game.

DePaul Originals Game Studio (DOGS)

9/2019-6/2020

Level Design Lead. Reference: Will Meyers, Studio Lead: 937-672-2205

-Lead a small team of students to create a level in a planned commercial game on Unreal Engine 4.

-Studio was headed by Industry-experienced Professors.

-Developed assets such as spline meshes and sequencers.

-Troubleshooting with asset pipelines, the engine and Perforce.

Projects

Ark: Aquatica (Snail Games USA; UE4)

10/2024-6/2025

Release Expected July 2025

-Wrote Documentation for intended boss battles.

-Rebalanced and reworked current dinosaurs in Ark.

-Creation of new dino assets and hooked up art to them.

-Participated in internal QA Sessions

For the Stars (Snail Games USA; UE5)

1/2024-10/2024*

Release TBD

-Prototyped weapon combat and weapon crafting systems mainly amongst other systems.

-Created initial level layouts for the intended social hub.

-Wrote documentation for various gameplay systems and designs.

-Participated in a promotional QnA and answered fans.

Atlas (Snail Games USA; UE4)

5/2021-6/2023*

Early Access 2018; Released officially 2023

-Performed live ops tasks such as launching a patch, resetting servers and verifying/fixing exploits

-Created the gameplay map layout for live seasons

-Wrote documentation for various gameplay systems and designs