

Matthew Lopez

matthew.lopez611@gmail.com

(847) 714-2891

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+4

Unity

GameMaker Studio

Blender

Autodesk Maya

Houdini

Substance Painter

Adobe Suite: Illustrator, Photoshop

Audacity

Protools

Perforce

gitHub

Visual Studio

Microsoft Office

Google Drive (Sheets, Docs, Slides)

Mac and Windows

Activities

Habitat for Humanity 2016-2018

Various Game Jams 2016-present

CCCJTDC Game Program 2019-present

Re-Tension Clothing Brand 2019-present

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

Experience

DePaul Originals Game Studio (DOGS) 9/2019-6/2020

Level Design Lead

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

-Developed assets such as spline meshes and sequencers.

-Troubleshooting with asset pipelines, the engine and Perforce.

-Created models and textures using Maya and Substance Painter.

DePaul University Student Faculty 2/2020-6/2020

Student Grader

-Grade and analyze students' work on P5JS for the Playgramming class weekly.

-Utilized Google Sheets to keep a record of grades for the prof.

DuSable Community Coalition 9/2019-12/2019

Intern

-Created a resident report program for detained youth in the Cook County Juvenile Temporary Detention Center (CCJTDC).

- Talked to kids about various topics and issues and presented a detailed report to the Deputy Director.

Projects

Shadow That Pervades (UE4) 9/2019-Present

-Created a sewer level and created assets to be put in there.

-Lead a small student team to create assets and the aesthetic of the sewer level.,

-Prototyped various levels prior to the vertical slice.

HoverBoy (Unity) 1/2020-Present

-Created the first level in the game, a skatepark using probuilder and assets made in Maya.

-Helped conceptualize the level flow of the game start to finish.

-Ran playtests and reported back to the team to fix bugs.

Duel It Yourself (UE4) 3/2020-6/2020

-Project Lead for the VR game.

-Modeled and textured assets to be placed in scene.

-Conceptualized the gameplay loop and level design.

Lo-fi Hi-Five (Unity) 10/2019

-Created artwork and the logo for the game.

-Ran playtest sessions and reported bugs.

-A Cozy Jam entry made in 12 hours.