

Matthew Searle

Senior Content Designer

Liverpool
matthewsearlegames@hotmail.com
07484743699

Profile

Experienced and holistic Game Designer who strives to create compelling and innovative player experiences. With over 8 years experience in Game Design across 6 projects, I've been involved in all parts of the development cycle from concept to release. I've led multiple teams successfully delivering project milestones alongside mentoring juniors and mid-levels. I'm heavily focused and passionate about interdisciplinary communication to aid development quality.

Experience

LUCID GAMES - Senior Content Designer

July 2024 – Present

Unannounced Project – 01/06/2026

Last Sentinel – 24/07/2024 – 01/06/2026

PLAYSTATION LONDON STUDIO - Senior Gameplay Designer

October 2022 – March 2024

Announced Project – Under NDA

SUPERMASSIVE GAMES - Senior Game Designer

April 2022 – September 2022

The Quarry – All Platforms – Shipped 10/06/2022

SUPERMASSIVE GAMES - Advanced Game Designer

October 2021 – April 2022

SUPERMASSIVE GAMES - Game Designer

June 2018 – October 2021

Man of Medan – Shipped 30/10/2020

Little Hope – Shipped 30/07/2019

Achievements

- Sole designer on a prototype team
- Led multiple strike teams
- 4 years' experience working with mocap data and helping to run stunt shoots
- Led multiple mechanics from paper design to release
- Worked on both single and multiplayer games
- Created a new cinematic combat system for The Quarry
- Worked on all content platforms
- Over 8 years developing in Unreal
- Worked across all stages of the development process, from pre-production through to post-production



Portfolio

www.mattsearlegame.com
[design.com](http://www.mattsearlegame.com/design.com)

(Click the link!)

Education

Computer games arts
(BA hons)

UCA Farnham, UK
2014-2017

Strengths

- Team Oriented
- Creative Thinking
- Self-Motivated
- Passionate
- Problem Solver
- Task Management
- Holistic Design

Skills

- Team Leadership
- Mentoring
- Systems Design
- 3C's Design
- Mechanics Design
- Cinematic Design
- Gameplay Design
- Cinematography
- UE4 & UE5 Knowledge