



Matty Lanouette

Content Designer

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PROFESSIONAL EXPERIENCE

Content Designer | JULY 2019–CURRENT

Vampire the Masquerade: Bloodlines 2, Unreal Engine 4

Hardsuit Labs

Design Team Size: ~10

- Owned main and side quests and scripted gameplay encounters that included combat, exploration, and narrative beats
- Focused work on several quests to bring them from whitebox to shippable through iteration and feedback
- Led a team of 10 to implement an alternative play experience based off the player's in-game choices
- Worked closely with all departments to implement gameplay features in quests to ensure the overall vision was cohesive
- Learned an established and well-loved IP and worked within it to create content that showcased the complexities of the setting

INDEPENDENT DEVELOPMENT

Content Designer | FEBRUARY 2019–OCTOBER 2019

Reach for the Stars, Tabletop RPG

Team Size: 2

- Developed a custom setting and playable races, all with unique histories and hooks for player-generated content
- Designed a 3-session module that includes combat, NPC interaction trees, branching narrative paths, and a resolution that allows for future tie-ins for more content after completion

ACADEMIC PROJECTS

Narrative Designer/Producer | May 2017–April 2018

Takowana County, Unreal Engine 4

Team Size: 13

- Wrote and oversaw recording of all dialog in-game to ensure clear and cohesive game narrative
- Worked with creative director to establish key narrative beats for the player while still encouraging open roaming
- Led weekly meetings to keep multi-disciplinary team organized and informed on all decisions in each department

UI Designer/Producer | September 2016–April 2017

Bolt Blitz, Unity 3D

Team Size: 4

- Designed and helped implement all UI used in-game with a focus on informative but non-distracting assets
- Facilitated all playtesting sessions and recorded notes for future iteration and clarity of player feedback

EDUCATION

Bachelor of Arts in Game Design | April 2018

DigiPen Institute of Technology

- *Minor in English*

SKILLS

- Rapid Iteration
- Quest Design
- Encounter Design
- Design Documentation
- Whiteboxing
- Working in Established IPs
- Narrative World Building
- Writing Dialog
- Playtesting
- Team Communication
- Deadline Management
- Task Tracking
- Event Organization
- Leadership

TOOLS

- Microsoft Office
- Google Suite
- Confluence
- JIRA
- inkle
- Twine
- Adobe Photoshop
- Adobe Illustrator
- Maya

ENGINES

- Unreal Engine 4
- Unity 3D

LANGUAGES

- Blueprint
- C#

SOURCE CONTROL

- Perforce
- GitHub
- SourceTree
- SVN