

CONTACT		WORK EXPERIENCE	
 (919) 827 - 0243  matthew.merino@gmail.com  Raleigh, NC, USA  matthew.merinocreations.info  linkedin.com/in/matthewmerino		 Funcom, Inc. <i>Dune: Awakening</i> <u>Junior Level Designer</u> <u>AUG. 2024 - OCT. 2025</u> - Assisted with shipping the game along with the game's first big post-launch update (1.5 million users and counting). - Worked closely with artists, designers, and other relevant team members to achieve the targeted player experience. - Rapidly iterated levels from blockout phase to shippable product, using modular kits to build spaces with metrics in mind and speeding up the art workflow - Promoted the game at multiple events including a presentation at High Point University. - Worked closely with coders to convert 3 post-launch dungeon experiences to a new instancing system in less than 2 weeks. - Tuned enemy encounters and loot to match the challenge of the content. <u>Design Intern</u> <u>JUNE 2024 - AUG. 2024</u> - Utilized NPC patrol behaviors to create meaningful enemy movements in 8 enemy outpost POIs existing in the starting region. - Delivered level pitches incorporating complex player interactions. - Improved exteriors of 11 NPC Bases, working closely with artists in different time-zones to polish these POIs before shipping. <u>Design Intern</u> <u>JUNE 2023 - AUG. 2023</u> - Designed layouts for more than 2 caves containing enemies, loot, and hazards that made it into the shipped product. - Learned how to use Inter-disciplinary communication to bring a level's vision to life. - Bolstered my skills in Unreal Engine level design while also learning proprietary tools to speed up workflows.	
SKILLS - Level design - Rapid iteration (Blockout phase to Polish phase) - Giving and receiving feedback - Building with Modular Kits - Composition - Design markups - Player flow and pacing - Breadcrumbsing - Prop placement (ambient storytelling) - Metrics - Lighting and mood - Encounter design - Multimedia expertise (video, audio, digital art) - Analytical thinking and problem solving - Inter-disciplinary communication - Documentation writing		 Code Wiz Durham <u>Coding Coach</u> <u>JAN. 2024 - JUNE 2024</u> - Taught students ages 7 to 17 how to code and design using tools like Unreal Engine, Unity, Scratch, Minecraft Modding tools, Roblox Studio, and Krita. - Taught programming languages such as C#, Python, and Blueprint Visual Scripting.  Biomason <u>3D Modeler Material Artist</u> <u>JUNE 2021 - AUG. 2021</u> - Created 3D models in Maya to represent cementation processes at a micro level. - Made materials derived from real-world reference images using Substance Painter. - Gained valuable experience collaborating with a team to achieve the client's needs.	
TOOLS - Unreal Engine - Unity - Maya - Blender - Substance Painter - Blueprints - Visual Studio Code (C#, Python) - Adobe Suite - Google Suite - Source Control - Perforce - GitHub - JIRA - Confluence - Miro		AWARDS Gold Medal for "<i>Remembering Hue</i>" <i>Serious Play Conference 2022</i> SGD Outstanding Graduate Award <i>William Peace University</i> SPEAKING From Intern to Full-time at Funcom, Inc. High Point University 2025 From Passion to Career (Career Day) Sycamore Creek Elementary 2025	
EDUCATION 2018 - 2022 William Peace University - B.A. in Simulation and Game Design - Final GPA: 3.8 - Honor's Student			