



MATTHEW MERINO

LEVEL DESIGNER

CONTACT

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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
 - Breadcrumbs
 - 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

TOOLS

- Unreal Engine 4/5
- Unity
- Maya
- Blender
- Substance Painter
- Blueprints
- Visual Studio Code (C#, Python)
- Adobe Suite
- Google Suite
- Source Control
 - Perforce
 - GitHub
- JIRA
- Confluence
- Miro

EDUCATION

2018 - 2022

William Peace University

- B.A. in Simulation and Game Design
- Final GPA: 3.8
- Honor's Student

WORK EXPERIENCE

Funcom, Inc. | *Dune: Awakening*

Junior Level Designer

AUG. 2024 - OCT. 2025

- Assisted with shipping the game and its first post-launch update (more than 1.5 million copies sold)
- Rapidly iterated levels from blockout to shippable product using modular kits and technical design tools.
- Collaborated with artists, designers, and coders to convert 3 post-launch dungeon experiences to a new instancing system in less than 2 weeks, enhancing player experience.
- Tuned enemy encounters and loot to match content challenges.

Design Intern

JUNE 2024 - AUG. 2024

- 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.

Design Intern

JUNE 2023 - AUG. 2023

- 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.

Code Wiz Durham

Coding Coach

JAN. 2024 - JUNE 2024

- 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

3D Modeler | Material Artist

JUNE 2021 - AUG. 2021

- 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.

AWARDS

Gold Medal for "Remembering Hue"

Serious Play Conference 2022

SGD Outstanding Graduate Award

William Peace University

SPEAKING

From Intern to Full-time at Funcom, Inc.

High Point University 2025

From Passion to Career (Career Day)

Sycamore Creek Elementary 2025