

MATTHEW OWENS, ESQ.

Game Designer

CONTACT



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EDUCATION

MS in Interactive Entertainment

Florida Interactive Entertainment Academy

Fall 2015 - Fall 2016

GPA: 3.95

Juris Doctor, Cum Laude

University of Florida Levin College of Law

Fall 2011 - Spring 2014

GPA: 3.56 (Top 20%)

SKILLS

- C#
- Unity
- XD
- Confluence
- Miro
- Documentation
- InDesign
- Perforce
- Illustrator
- Fictional Writing
- Photoshop
- Audacity
- Premiere
- JIRA
- Mediation
- IP Law

WORK EXPERIENCE

Game Designer II

ELECTRONIC ARTS | MAR. 2021 – PRESENT | Orlando, FL

Unannounced Project

- Design Lead of a player-focused narrative experience.
- Establishing vision and leading team in documentation, iteration, and implementation.
- Constructed and implemented standardized design documentation templates.

Madden NFL 22

- Design Owner of Yard Campaign and Face of the Franchise's prologue, Road to the Draft

Game Designer I

ELECTRONIC ARTS | NOV. 2019 – MAR. 2021 | Orlando, FL

Unreleased Project

- Independently developed Unity prototypes for key frontend systems and menus.
- Presented initial prototype to leadership, secured buy-in on value of early prototyping.
- Coordinated with UX Testing department to put Unity prototypes directly in the hands of mock end-users, allowing for accurate, actionable feedback sooner than ever before.
- Design Owner for multiple reward, progression, and accessibility systems.

Associate Game Designer

ELECTRONIC ARTS | AUG. 2016 – NOV. 2019 | Orlando, FL

NBA LIVE 19

- Design Owner for both The Rise and The World Tour game modes of NBA LIVE 19.
- Continued to lead design on creation and implementation of narrative content.
- Identified game-wide design discrepancies in pre-game lobbies, organized solution.

NBA LIVE 18

- Design Owner for the Conversation System feature & more for NBA LIVE 18.
- Collaborated with two teams of engineers in creation of conversation system.
- Led narrative design team in creating, implementing, and iterating all narrative content.
- Wrote logic to determine where and how conversations spawn throughout the game.

Associate Attorney

MRACHEK LAW | MAY 2014 - AUG. 2015 | Stuart, FL

Handled corporate litigation and intellectual property cases for a range of clients.

PROJECTS

Ley Lines

Project Lead, Lead Writer, Narrative Designer | DEC. 2015 – AUG. 2016 | FIEA – ORLANDO, FL

Led an interdisciplinary team of fourteen in the development of our large-scale graduate thesis project. Built in Unreal Engine 4.10. Published on Steam.

- Designed and coordinated final narrative encounter so that gameplay, visuals, and sound all reflected the main character's strength being stripped away.
- Used UE4's visual scripting language to add polished scene and audio transitions.
- Wrote all game lore, character, enemy, and environment descriptions and dialog.
- Implemented data-driven improvements based on metrics collected from playtesting.