Matt Wingler

Principal Combat Designer

www.mwingler.com
matthewlwingler@gmail.com
linkedin.com/in/matthewwingler

Expertise

- Combat Design
- Unreal Engine 5
- 3Cs Design
- Gameplay Ability System
- System Design
- Scripting

Experience

Unannounced Title   Aug 2023 – May 2024

Phoenix Labs | Bismuth

Senior Combat Designer

- Lead the design for all combat features on a cross-platform, multiplayer action roguelite (PvPvE)
- Collaborate with key stakeholders across departments on all combat initiatives
- Responsible for prototyping all combat gameplay mechanics and taking them to ship quality
- Design and script a wide range of features, including: abilities, weapons, roguelite powers, movement mechanics, projectile behaviors, hit reactions, aiming modes, and target acquisition
- Design weapon customization system that lets players customize their combat experience
- Work with animators to establish desired character animation timings, as well as design and implement a modular system for playing dynamically scalable character ability animations
- Responsible for creating all combat-related player feedback (camera shakes, controller rumble, etc.)
- Establish design implementation practices, and build quality of life features that facilitate easier, more consistent ability scripting across the Combat Team

Unannounced Title   Jan 2021 – Jul 2023

ProbablyMonsters | Cauldron Studios

Principal Combat Designer

- De facto Lead Combat Designer leading the design, implementation, and tuning for all character and combat features on a AAA action-adventure title
- Work with Creative Director to author GDD and define core game experience
- Collaborate with key stakeholders across departments on all combat initiatives
- Responsible for prototyping all character gameplay mechanics and taking them to ship quality
- Design and/or script a wide range of features, including: core combat systems, player abilities, movement mechanics, item enchantment system, player camera system, AI combatant behaviors, and player physiology systems (health, stamina, temperature, etc.)
- Worked with engineers and Lead Animator to develop a versatile system for applying dynamic, scalable root motion to character animations
- Work with animators to establish desired character animation timings, anticipation, etc.
- Responsible for creating and/or designing all combat-related player feedback (camera shakes, controller rumble, screen effects, UI messaging, etc.)

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Rocket Arena   Jan 2017 – Dec 2020

EA | Final Strike Games

Senior Multiplayer Combat Designer

- Lead the design, implementation, and tuning for all characters and combat features
- Directly responsible for prototyping characters and taking them all the way to ship quality
- Work collaboratively across departments to develop characters and all other combat initiatives
- Manage the Combat Team and mentor other gameplay designers
- Design and/or script a wide range of features, including: core combat systems, character abilities, movement mechanics, numerous gameplay items, progression-based character skill upgrades, 1P & 3P camera systems, and player HUD functionality
- Responsible for creating and/or designing any combat player feedback (camera shakes, controller rumble, screen effects, UI messaging, etc.)

Doom   Sept 2015 – Dec 2016

Bethesda Softworks | Bethesda Game Studios Austin

Multiplayer Designer

- Designed/owned 3 multiplayer maps and 5 game modes
- Created game mode and level design pitch documents for all 3 DLC packs
- Utilized idStudio tools to block out and implement map designs
- Iterated on maps/modes based off daily internal and external studio (id Software) playtest feedback
- Worked directly with engineers to develop and iterate game modes
- Collaborated with art team on maps/modes to ensure theming supported gameplay design
- Worked with lead producer to manage project pipelines and consistently meet deadlines
- Responsible for leading daily playtests and feedback sessions
- Implemented game modes on all multiplayer maps
- Scripted networked dynamic level events
- Responsible for player collision, optimization, entity setup, and bug fixing on owned maps
- Created custom materials and fx for multiple game mode features

Battlecry   June 2013 – Sept 2015

Bethesda Softworks | Bethesda Game Studios Austin

Associate Multiplayer Designer

- Designed/owned 3 multiplayer maps and 2 game modes
- Created game mode and level design pitch documents
- Scripted networked game mode prototypes using CryEngine's visual scripting language
- Scripted finalized game mode features in Lua
- Used CryEngine's tools to block out and implement map designs

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- Collaborated with art team to ensure theming supported each map's gameplay design
- Responsible for designing the Vertical Slice map shown at all major tradeshows
- Created LOD models, UV mapped, modified geometry, and fixed bugs for existing art assets
- Contributed to world building efforts by propping, lighting, and detailing maps
- Responsible for player collision, optimization, entity setup, and bug fixing on owned maps
- Implemented all game modes in owned maps

Software

Engines
- Unreal Engine 5, id Tech 6, CryEngine 3, Source, Creation Kit, Torque X

Tools
- 3DS Max, Photoshop, Illustrator, Visual Studio, Perforce, Jira, Hansoft, SVN

Scripting
- Unreal Blueprints, Lua, Flow Graph (CryEngine), Hammer IO, C#

Education

The Guildhall at SMU   May 2013

Plano, TX
- Master of Interactive Technology
- Specialization in Level Design
- Received "Level Design Honors" award

University of Texas   Dec 2010

Austin, TX
- Bachelor of Arts in Anthropology
- Bachelor of Arts in History