

Matthew Duke

LEVEL DESIGNER

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Skills

- **Game Engines:** Unreal Engine 5, Unreal Engine 4, Unity
- **Level Design:** Layout Design, Whiteboxing, Event Scripting, Documentation
- **Scripting:** Unreal Blueprint Scripting, C# (Unity)
- **Technical:** Perforce, Git/GitHub
- **Other:** Jira, Trello, Clickup, Autodesk Maya, Photoshop, PureRef

Relevant Work Experience

InVein | Level Designer

2025

- Collaborated with a team of 40+ developers to create a complete game from initial idea to published product.
- Designed 5 levels from early concept to blockouts with iterations and final polish.
- Designed gameplay spaces with an emphasis on flow, pacing and building tension.
- Communicated across departments to ensure consistency between LD and gameplay, programming, art and narrative.
- The game is published on [Steam](https://steam.com).

Other Work Experience

Tom Thumb | Ecommerce Manager

2024 – Present

- Manage a group of individuals to work efficiently and effectively
- Analyze metrics to locate areas of opportunity for improvement
- Work with other departments to ensure proper communication and cooperation
- Resolve customer service issues related to online shopping

Education

The University of Texas at Dallas, BA

Major: Arts, Technology and Emerging Communications (Games Concentration)

Richland College, AAS

Major: Interactive Simulation and Game Technology