Matthew Jordan

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Summary

Experienced Game Designer with a strong background in both design and art, specializing in multiplayer and single-player game balancing, map design, and 3D modeling with a proven track record of delivering high-quality work.

Experience

MAY 2023 – PRESENT
Founder, Solo Developer
Waystone Interactive, Redmond

- Founder and operator of Waystone Interactive, an independent game development studio..
- Solely responsible for the entire game development process, including design, art, programming, sound, and production.
- Create and maintain project documentation, including game design documents (GDD) and development schedules.
- Utilizing Unity3D for game development.

JAN 2020 – JAN 2023
World Building Systems Designer
343 Industries, Redmond

- Collaborated with the Design Director on feature and system development.
- Designed weapon placements, equipment, forge palettes, sound volumes, materials, and map variants for Halo: MCC multiplayer maps.
- Created and implemented Fort Jordan map in Halo Wars 2 as a post-launch update.
- Conducted balance updates for Halo Wars 2 multiplayer using matchmaking data.
- Enhanced single-player experience for legacy titles while preserving the original gameplay.
- Coordinated cross-team playtests to gather feedback and ensure timely releases.
- Prototyped using UE4 and blueprints.
- Revamped UI/UX for Halo: MCC.
- Configured Seasons and Challenges features in Halo: MCC.
- Developed new game modes and player abilities in Halo Wars 2.
- Produced modding documentation for Halo: MCC community use.
- Automated weekly updates for live service environments.
- Assisted Art Director in creating UI/HUD assets and high-res 3D models.
- Contributed to promotional artwork creation in Maya and Unreal Engine.
- Designed Steam assets (Emoticons, Trading Cards, Profile Backgrounds).
- Collaborated with outsourcing partners for 2D and 3D game assets.
- Created and edited marketing and in-game videos using After Effects and Premiere.

APRIL 2016 – JAN 2020
Game Designer / Software Test Engineer
343 Industries / Experis, Redmond

- Design Support – Worked with the Design Director on building features and systems.
  - o Implemented balance updates for Halo Wars 2 multiplayer using matchmaking data.
  - o Collaborated with cross-functional teams to meet project deadlines.
  - o Designed and implemented UI/UX systems for Halo: MCC.
  - o Created new game modes in Halo Wars 2.
- Art Support – Worked with the Art Director to create assets to be used in and out of the game.
  - o Developed UI/HUD assets and up-res'd legacy assets for 4K support.
  - o Produced high-res 3D models for main menu videos and promotional artwork.
  - o Contributed to promotional artwork creation in Maya and Unreal Engine.
  - o Designed Steam assets (Emoticons, Trading Cards, Profile Backgrounds).
  - o Worked with outsourcing partners for 2D and 3D game assets.
  - o Created and edited marketing and in-game videos using After Effects and Premiere.
- Software Test Engineer for Halo Wars 2 and Halo: The Master Chief Collection.
  - o Served as an area owner for Multiplayer and Terminus Firefight modes.
  - o Managed test teams on Xbox One, Windows 8/10, and touchscreen devices.

JULY 2013 – APRIL 2016
Multiplayer Test Lead
Microsoft / Experis, Redmond

- Led software testing for various projects, including Halo titles, Gears of War 4, Hololens, and Project Spark.

Skills

Design
Multiplayer and Single Player Game Balancing, Combat Design, Multiplayer Map Design, New Feature Development, GDD Documentation, UE4/UE5 Blueprints, Prototyping, Communicating Designs to internal and external teams.

Art
High and Low Poly 3D Modeling, UV Unwrapping, Rigging, Environment Design, Graphic Design

Software
Maya, 3DS Max, Adobe Creative Suite, Marmoset Toolbag, Zbrush, Unreal 4/5, Unity, Source Engine SDK, Axure, Perforce, TFS/Visual Studio, Internal Level and Object Editors

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Education

2010 – 2013
DigiPen Institute of Technology - Bachelor of Fine Arts in Digital Art program
- Studied 3D art in the Bachelor of Fine Arts in Digital Art program

2009 – 2010
Art Institute of Seattle - Game Art and Design program
- Studied in the Game Art and Design program