



# Matthew Brey

Game Designer

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## Professional summary

Game Designer with a background in both art and programming, experienced in project management to communicate and push to meet goals. Aiming to constantly expand an ever-growing toolset and create engaging experiences for the receiving audiences.

## Employment history

Apr 2023 – May 2024

Writer/Editor/Project Manager, TNL

Remote

- Created weekly storylines for a twice-weekly streaming show reaching 200 viewers, ensuring consistent content delivery under tight deadlines.
- Coordinated community communication to incorporate audience input into content decisions within tight timelines.
- Managed editor-writer workflows to balance workloads and secure on-time deliverables.

Sep 2025 – May 2026

Programmer/Project Manager, M3K Studio

Lawrenceville, NJ

- Implemented core gameplay systems and delivered assets on schedule, improving development predictability.
- Led cross-functional team to meet project milestones, producing measurable progress toward release goals.

## Skills

2D Animation

3D Animation

Maya

Unity

Blender

UE5

Adobe Substance

C++

Godot

C#

Adobe Animate

User Interface Design

Graphic Design

Adaptability

## Education

Jan 2024 – May 2026

Bachelor's in Game & Interactive Media Design

Rider University, Lawrenceville, NJ

Summa cum laude

## Hobbies

Mechanical Design, Computer hardware, Card Games