



MATTHEW WILLIAMS

Level Designer

<https://www.createdbymatthew.com>

ABOUT ME

- I approach every project with an open mind and a desire to learn.
- I value preserving the health of my team to deliver high quality products.
- Meeting and working with people who challenge what I think, feel, and believe has been pivotal to my growth as a designer.

SKILLS

Level Design
Game Design
Visual Scripting
Conflict Resolution

LANGUAGES

English - Native
Swedish - Intermediate

SOFTWARE

- Unreal Engine
- Unity
- Github
- P4V
- Jira
- Godot
- Blender
- Maya

EXPERIENCE

October 2025 - December 2025



Level Designer - Payday 3

Starbreeze Entertainment

- Scripted randomization of level actors in heists
- Scripted puzzles and updated objective flow
- Playtested and analyzed legacy heists to deliver a pitch to improve them
- Investigated and fixed bugs

May 2025 - October 2025



Level Designer - Project Baxter

Starbreeze Entertainment

- Paper design, blockout, and iterate on levels to accomodate multiple types of missions
- Collaborated with Mission, Art, and Narrative teams to deliver a cohesive gameplay experience
- Created prototype levels to explore and validate new game modes

EDUCATION

September 2023 - Present



Futuregames

Game Design - Level Design Specialization

- Created prototypes using C# and Blueprints Visual Scripting
- Developed workflows and utilized toolsets for outlining, pitching, and creating levels from the analysis and text document stage, to refined blockouts
- Built levels in multiple engines across different platforms

October 2023 - October 2024

Game Projects

- Participated in the ideation phase with other disciplines and pitched our intent to a panel of industry professionals
- Scoped projects and delegated tasks in order to meet milestone deadlines
- Created sketches, moodboards and blockouts according to design goals and iterating on my work to meet project needs

Feb 2023 - March 2023



Futuregames

Preparatory Course

Three weeks of learning, mentoring, and focused feedback on my work sample application to Futuregames.