



**Matthew McFarland**

User Experience Designer  
Technical Designer

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## Academic Positions

### **Technical Designer & UI Designer - *Acceptable Casualties***

(January 2024 – April 2024)

- Imported and maintained a dialogue system
- Created documentation to help teammates work with the system
- Created pause menu UI

### **Technical Designer & UI Designer - *Project: Technomagic***

(August 2023 – December 2023)

- Developed and implemented dialogue system
- Wrote dialogue
- Created main menu and credits screens

### **Creative Director & UI Designer - *Wild Wild Wetlands***

(August 2022 – April 2023)

- Maintained project vision by ensuring open communication channels
- Creating wireframes and documentation for artists to use
- Collaborating with artists to establish a visual style for our game

## Volunteer Positions

### **High Councilor & DM - *DigiPen D&D Club***

(January 2024 – April 2024)

- Helped organize D&D related events for 50+ peers online and in-person
- Working with and giving feedback on custom content
- Created and maintained methods for increasing player engagement

## Education

### **DigiPen Institute of Technology**

Bachelor of Arts in Game Design

Graduation – April 2024

## Skills

- Scripting
- Programming
- Playtesting
- Prototyping
- Wireframing

## Tools

- Microsoft Office
- Google Drive
- Figma
- Autodesk Maya
- Adobe Photoshop

- Unity
- Unreal
- GameMaker Studio

## Languages

- C
- C#
- C++
- Java
- Python
- GML