



Matthew Zomerfeld

Level Designer

Cell 305-206-3761

zummerz36@gmail.com

Portfolio link:

<https://www.mattzomerfeldleveldesign.com/>

<https://www.linkedin.com/in/matt-zomerfeld-2685601b1/>

Software Proficiency

Unreal Engine
Unreal Blueprints
Unity
Maya
Adobe Photoshop
Adobe Illustrator
Jira
Perforce

Skills

- Level Design
- Layout Design
- Teamwork
- Game Design
- Documentation
- Environmental Story Telling
- Time Management
- Agile Development Methodology

Recent Graduate seeking employment in the field of level design.

PROJECTS

Level Designer: Nothing Interactive: Drain Runner (January 2022-May 2022)

An arcade style rogue like set on an open environment of constantly changing tiles.

- Contributed to Game Design and Narrative incorporating feedback from development team of 20, incorporating feedback from beta testing to refine gameplay
- Conceptualized and prototyped Whitebox iterations for 5 key level section tiles (main street, factory, mushroom forest, graveyard of ships, construction sight)
- Collaborated with the art team to oversee the creation of 20+ custom assets, ensuring aesthetic consistency and functionality within levels
- Coordinated with technical designers on environmental aesthetics and gameplay features, leading to enhanced environmental storytelling and player immersion

Level Designer: The Dead Sea Scrolls Adventure (January 2022-April 2022)

An educational walk simulator and quiz game designed to teach students the history of the Dead Sea Scrolls.

- Designed and created Whitebox levels under advisement of historical experts
- Performed Iterative editing passes for historical accuracy

Level designer: Ares Isle (April 2023-March 2024)

A Miniature 3rd person shooter Battle Royale map constructed in UEFN designed to match the style of official Fortnite

- Conducted research to establish metrics and determine the style of Fortnite
- Conceptualized overall map layout and Designs of 5 POIs in 2D
- Constructed landscape, buildings, natural landmarks, and 5 POIs from modular component kits creating fun and interesting locations

EDUCATION

- **University of Central Florida December 2022**
Florida Interactive Entertainment Academy
M.S. Interactive Entertainment- specializing in Level Design
- **Florida International University May 2020**
Bachelor of Arts: Art

PERSONAL INTERESTS

- scale models and miniatures
- writing fiction
- Warhammer 40k
- cultivating Bonsai trees
- 3D printing

