

Matthew Hicks

Personal Details

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Kent, UK

LinkedIn:

My LinkedIn Page

Portfolio:

My Portfolio

Skills

- 5 Years of Unreal Engine 4/5
- Blueprints
- Prototyping Game Mechanics
- Quick Iterative Design
- Running Play Testing Sessions
- Feedback Integration
- Version Control (Perforce)
- Agile & Scrum Methodologies
- Working in Large Teams
- Game Balancing
- UX/UI Design Principles

Extra Skills

- Maya
- Photoshop
- Substance Painter
- 2D/3D Animation

Education

Bachelor of Science (Hons), Games Design, Escape Studios, UK

Grade: First Class

Sep 2023 – May 2026

Ext Dip Creative Media Production & Technology - Games Design L3, Midkent College, UK

Grade: Distinction

Sep 2021 - May 2023

Personal Profile

Throughout the years the puzzle solving side of games design has always made me very enthusiastic to challenge myself next time around. I am a creative and passionate Game Designer with 5 years of experience developing games in Unreal Engine with a focus on player accessibility and enjoyment. I am a recent graduate third year, who studied a Bachelor of Science in Games Design. This has led me to have multiple opportunities to work in a team with students from all backgrounds and departments of Games Design giving me a vast understanding of correct and proper pipelines.

Games Design Experience

Games Designer | Sunset Ecstasy (Project) | Nov 2025 – May 2026

- Designed a Souls Like Boss Fight With 16 People Which Consists Of 5 Departments
- Modular fun/impactful filled combat that encourages the player to change how they play during combat
- Co-Programmed the main characters combat and movement system / the boss attack patterns
- Implemented / Programmed the HUD system paired with the core Sun & Moon USP
- Designed the tutorial layout and key information

Games Designer | The Game Developers Struggle (Project) | Jun 2025-Jul 2025

- Designed and programmed a Local Multiplayer Side Scroller in Unreal Engine 5
- Worked in a team of 4 for the Game Job Live Game Parade 2025, Game Jam
- Theme: Feedback Loop, Length: 10 Days
- Programmed the main characters mechanics and Core USP of in Game 'Content Browser', Game Camera Usability, ability design/functionality and AI Character Mechanics
- Designed the main characters room and visual aesthetic using tools like Maya, Substance and Photoshop

Games Designer | Hogwarts Racing (Project) | Feb 2025-May 2025

- Designed a broom-based Racing Game with Local Split-Screen Multiplayer
- Worked in a team of 12, with: Game Art, Technical Art and Character Creation which spanned 15 Weeks
- Programmed using Unreal Engine 5 Blueprints
- Lead most of the implementation of game mechanics in aspects of: Local Split-Screen Multiplayer, Sound Design, Lap System, Vehicle Game Feel
- Responsible for: Game Documentation, Play Testing Sessions and Creating A Quick Playable MVP

Work Experience

Crew Trainer | McDonald's | Feb 2022-Present

- Leadership, team delegation and effective job completion
- Training & Corrective Coaching - ensuring staff are following procedures, training staff with 3-week time periods
- Teamwork - In an environment that is fast paced and stressful communication is key to success