



# Matthew Hicks

## Personal Profile

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 third year currently studying for 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. Throughout the years the **puzzle solving** side of games design has always made me very enthusiastic to challenge myself next time around.

## Work Experience

### Crew Trainer

#### McDonald's

Feb 2022 - Present

#### Key Responsibilities:

- **Micromanaging** – Running areas, 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

### Games Designer

#### The Game Developers Struggle

Jun 2025 - Jul 2025

#### Key Achievements:

- 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

#### Key Responsibilities:

- **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

Feb 2025 - May 2025

#### Key Achievements:

- **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**

#### Key Responsibilities:

- **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**

## Education

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

Sep 2023 - Present

- Courses: Games Design, Understanding correct workflow and proper team integration, optimisation and blueprinting effectively.

### Ext Dip Creative Media Production & Technology - Games Design L3,

#### Grade: Distinction

Midkent College, UK

Sep 2021 - May 2023

- Course: Learned core principles of Games Design, working in softwares such as Unreal Engine 4/5, Maya, Substance Painter and Photoshop

## Personal details

### Name

Matthew Hicks

### Email

matthew.hicks2005@gmail.com

### Place of birth

Kent

### Gender

Male

### Nationality

British

### LinkedIn

<http://linkedin.com/in/matthew-hicks-b43082332>

### Website

[Portfolio Link](#)

## 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
- Game Balancing
- UX/UI Design Principles
- Confluence
- Jira
- Working In Large Teams
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### Extra Skills

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