

MATTHEW S. ALLMER | [HTTP://RENDEREDVISION.COM](http://renderedvision.com)

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HIGHLIGHTS

Experience in core, mobile and online designs, development methods, and processes

Experience in Design, Art and team management

8 shipped titles, 11 total projects, 7 in a team management role, 6 in design, 3 in art

2D art, story art and other pre-vis skills to clearly communicate ideas, designs and processes

Proven, fundamental understanding of game design regardless of platform, genre or content

BIGPOINT

Universal Monsters | 12 2011–Present | Browser Free-to-Play | Design | Concept, design and prototyping.

PLANET MOON STUDIOS

Dance Game | 09 2010–12 2010 | Kinect, Wii | Design | System & level design, pre-vis, GDD and spec design.

Disney's Tangled DS | 04 2010–07 2010 | Nintendo DS | Design | System design, content design, some ActionScripting.

JUSTASTIC INTERACTIVE

Social Mobile Game | 02 2010–04 2010 | iPhone | Creative Lead | Concept creator and visionary

A+ Super Clichés | 09 2009–02 2010 | iPhone | Art | 2D vector art, creative consulting, UI design

CLUB ONE, INC.

Social Fitness Game | 10 2009–01 2010 | Facebook | Creative Lead | Concept creator, visionary and project consultant

JUS GUERRILLA FILMS

Andromeda Klein | 08 2009–09 2009 | Promotional film | Camera, Associate Producer

Stitch in Time | 06 2009–07 2009 | Feature length film | EPK Camera (behind-the-scenes camera operator)

Surprise | 05 2009–06 2009 | Short film | Camera, Associate Producer

PAGE 44 STUDIOS

Dance Rhythm Game | 09 2008–12 2008 | Wii | Design | System and level design, pre-vis, GDD and other spec design.

Hannah Montana: Rock Out the Show | 09 2008–12 2008 | PSP | Design | Creative consulting, spec design

High School Musical 3: Senior Year Dance! | 10 2007–08 2008 | Wii, Xb360, PS2, PC | Design | System design oversight: multiplayer, progression, character animation. Scripting, dialogue oversight, environment oversight, hiring oversight, managed design team, co-managed gameplay engineers.

PSN Arcade Game | 08 2007–09 2007 | PSN Arcade | Concept Art

Tony Hawk Proving Ground | 09 2006–08 2007 | Wii, PS2 | Design | Level design, progression

Tony Hawk Project 8 | 05 2006–08 2006 | PSP | 3D Art

ELECTRONIC ARTS

The Godfather: Mob Wars | 01 2006–05 2006 | PSP | QA

The Godfather | 05 2005–12 2005 | PS2, Xbox, PC | QA

EDUCATION

Academy of Art University | 01 2000–05 2004 | San Francisco, Ca | BFA–Computer Art with Emphasis in New Media.

OTHER

Creative Writer | 2004–Present | Novels, Screenplays

Playtest & Market Research | 2009–Present | Questionnaire writing, playtest recording, reports, analysis

The 13 Basic Principles of Gameplay Design | http://www.gamasutra.com/view/feature/3949/the_13_basic_principles_of_.php

Patented Gameplay Mechanic | 11 2008 | Disney Interactive Studios | Featured in: Wii, XBox 360, Playstation 2, PC

SKILLS

Photoshop & Illustrator

Flash & ActionScript

MySQL

MS Office, Excel & Powerpoint

Agile & Scrum development

Professional illustration skills

Windows, OSX, iOS platforms

Source Hammer Tool Set

Dragon Age Tool Set