

George Mattingley

✉ georgemattingley@gmail.com

☎ 07891 006 356

🌐 www.georgemattingley.com



Computer Games Technology Graduate from Portsmouth University searching for opportunities in an excellent environment to create products to be proud of.

Visit my portfolio

View my projects and games at www.georgemattingley.com

Technical Skills

Languages:

C++ and C# at a competent level.

Software Experience:

Jira, Unreal Engine, Unity, 3DS MAX, Microsoft Office, Visual Studio 2013 onwards, GitHub and GitKraken.

Working knowledge of Architecture theory and Game Design principles which have been implemented using Unreal BSP and the Unity Editor.

Interests

Favourite Games:

The Long Dark, SMITE, Call of Duty: Modern Warfare, Sniper Elite V2, Escape from Tarkov, The Witcher 3: Wild Hunt, XCOM 2.

Hobbies:

Keen interest in Football as a goalkeeper where I am captain of our 5 a side team. I also visit the gym 3 times a week.

Experience

QA Tester - EA Codemasters (October 2021 - March 2022):

- Worked well in a team to regress test cases for current features in the game.
- Worked well alone to execute these tests and ensure functional mechanics.
- Reported over 170 bugs, varying from minor to submission critical bugs.
- Completed multiple testing techniques such as: cleanroom, ad hoc, black box, localisation testing.
- All done within a functional testing framework utilising excel.

Education

University of Portsmouth (2017-2020)

First Class Honours

No E.V.I.L (PC, Group Project)

2019-2020:

Worked as a Lead Designer in a Client-based project for RARE studios. I worked heavily on whiteboxing and designing the main level of the game alongside puzzles. Organised playtesting sessions and acted on proposed improvements where necessary. Worked with all disciplines to finalise logistics and viability of final ideas. Continued to win the Grads in Games 2020 Industry Collaboration Award.

Nocturnal (PC, Solo Project)

2018-2020:

Worked on a research game to test if player emotion, specifically fear, could be measured and acted upon within hidden systems mid game. Responsibilities included: including level design, gameplay and mechanical implementation, audio design and organising playtesting for further improvements.

Other Important Units:

Psychology in games ranging from behaviourist psychology to social constructionism, AI programming and designing of AI systems, Gathering, Analysing and acting upon player feedback including the iteration process.