Matthew Lefevere
Level Designer

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Shipped Titles

Killing Floor 2 (PC/PS4/XB1)	**2016**
Angels Fall First (PC)	**2015**
Killing Floor - DLC (PC)	**2013 – 2014**

Professional Experience

Madfinger Games   **10/2016 – Present**
Level Designer/Scripter

Shadowgun Legends (Android/iOS)

- Gameplay scripting, objective design, dialogue writing, and combat encounters on campaign missions, side quests, and grind quests on several levels

Tripwire Interactive   **03/2013 – 08/2016**
Level Designer

Killing Floor 2 (PC/PS4/XB1)

- Level design, scripting, pathing, collision, set dressing, and optimization on several maps from pre-production through ship

Killing Floor - DLC (PC)

- Level design, scripting, pathing, collision, set dressing, and optimization on several maps from pre-production through ship

Strangely Interactive   **07/2012 – 09/2012**
Level Designer (Contract)

Angels Fall First (PC)

- Responsible for blockout, world building, lighting, and optimization on several maps

Wandake Game Studios   **02/2012 – 05/2012**
Level Designer

Software/Technical Knowledge

- Unreal Editor
- Unity Editor
- Maya, 3ds Max, Photoshop
- Perforce, JIRA, Syncro, TargetProcess
- Agile/SCRUM/Sprint Development

Education

George Mason University – Bachelor of Science, Management   **2007 – 2011**