



Matteo Lanouette

Content Designer

Driven and self-reliant content designer who is passionate about player interaction and finding the fun early.

PROFESSIONAL EXPERIENCE

Design Lead | May 2025 – Present

Bearing Arms | Unreal Engine 5 | Carnival Cat Games

- Established overall design direction for the game, including specifics focused on level, systems, combat, quest, and UI design
- Designed and implemented all levels from paper sketch to in-game blockout to post-art pass iteration
- Mentored junior designers to grow their skills and create a deeper understanding of game development pipelines
- Provided feedback within design and other departments to iterate on content and ensure a cohesive player experience across the game

Systems Designer | September 2021 – March 2025

Wonder Woman | Proprietary Engine - Firebird | Monolith Productions

- Worked within the Nemesis System to expand new features to further develop the complex system and fully realize the Wonder Woman IP
- Owned and drove procedural character generation to create memorable and unique heroes and villains for the player to encounter
- Collaborated with Missions, Character Art, Writing, Combat Design, and Sandbox Design to bring together their respective content pieces in cohesive and innovative ways
- Owned the collectibles system and managed both systemic and content elements, such as designing all collectibles from the ground up, working directly with Art and Narrative to ensure each item matched the world and game, and creating collectible data in the engine
- Established streamlined and modular pipelines for inter-team work and hosted teaching sessions for involved teammates and leads to ensure pipelines would be followed

Mission & Level Designer | July 2019 – September 2021

Fortnite: Save the World | Unreal Engine 4 | Hardsuit Labs

- Designed multiple floors of the seasonal dungeon "The Lab" using in-house tools and assets to craft a new and unique player experience with an extremely restricted budget for additional resources
- Established and iterated on the narrative of the dungeon to fit within the world of *Fortnite* and present a different perspective on the end of the world within the game lore
- Collaborated with systems designers to craft dungeon progression mechanics that fit in seamlessly to the player's gameplay expectations as well as the overall narrative of the dungeon

Vampire the Masquerade: Bloodlines 2 | Unreal Engine 4 | Hardsuit Labs

- Owned main and side quests and brought them from whitebox to shippable through iteration and feedback
- Scripted gameplay encounters to support quests throughout the game, including combat-, exploration-, and narrative-focused encounters
- Led a team of 10 to implement a notably different play experience in response to specific player choices
- Worked closely with all departments to implement gameplay features in quests to ensure the overall vision and gameplay experience was cohesive
- Learned an established and well-loved IP and worked within it to create content that showcased the complexities of the setting in a modern context and engine

EDUCATION

Bachelor of Arts in Game Design, Minor in English | April 2018

DigiPen Institute of Technology

Skills

Mission Design
Encounter Design
Systems Design
Narrative World Building
Rapid Iteration
Design Documentation
Working in Established IPs
Tabletop RPG Design
Playtesting
Team Communication
Deadline Management
Task Tracking
Event Organization
Team Leadership

Engines & Languages

Unreal Engine 4 & 5 - Blueprint
Firebird - GDB
Unity - C#
Inky - Ink
Twine - SugarCube

Tools

Adobe Suite	Confluence
Office 365	JIRA
GitHub	Trello
Perforce	Zoom