



Matty Lanouette

Content Designer

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PROFESSIONAL EXPERIENCE

LEAD AUDIO TRANSCRIBER | OCT 2018 - CURRENT

Princeton, Microsoft Speech and Language through Pactera

- Assisted PM lead team of 9 transcribers
- Quality checked each transcriber's work and provided detailed feedback on any errors found to ensure final deliverables were the best possible quality for the language model
- Worked with proprietary tools and constantly updating rulesets

CAMP DIRECTOR | JUNE 2018 – AUGUST 2018

iD Tech Camps, University of Washington Bothell

- Managed a camp of 32 students with 5-person staff for 7 weeks.
- Met with staff on a daily basis to provide guidance and feedback on their instruction and overall class structure when needed.
- Worked with the campus's liaison to clearly communicate the needs of the camp and to ensure that the relationship between the camp and the college stayed positive for future summers.

ACADEMIC PROJECTS

TAKOWANA COUNTY | May 2017 – April 2018

Narrative Designer & Producer, Unreal Engine 4 Team Size: 13

3D exploration horror

- Wrote and oversaw recording of all dialog in-game to ensure clear and cohesive game narrative.
- Worked with creative director to establish key narrative beats for the player while still encouraging open roaming
- Led weekly meetings to keep multi-disciplinary team organized and informed on all decisions in each department.
- Met with each team member individually on a weekly basis to keep up to date with their work cycles.

BOLT BLITZ | September 2016 – April 2017

UI Designer & Producer, Unity 3D Team Size: 4

2D timed brawler

- Designed and helped implement all UI used in-game with a focus on informative but non-distracting assets.
- Led weekly team meetings with an emphasis on clear communication on a small team.
- Facilitated all playtesting sessions and recorded notes for future iteration and clarity of player feedback.

EDUCATION

Bachelor of Arts in Game Design | April 2018

DigiPen Institute of Technology

- *Minor in English*

SKILLS

- Dialog
- Editing
- Design Iteration
- Design Documentation
- World Building
- Quest Design
- Playtesting
- Team Communication
- Deadline Management
- Task Tracking
- Event Organization
- Leadership

TOOLS

- Microsoft Office
- Google Suite
- Princeton Editor (Proprietary)
- Twine
- Adobe Photoshop
- Adobe Illustrator
- inkle

ENGINES

- Unity 3D
- Unreal Engine 4
- Zero Engine

LANGUAGES

- C#
- Blueprints
- ZilchScript

SOURCE CONTROL

- Perforce
- GitHub
- SourceTree
- SVN