



Matty Lanouette

Content Designer

PROFESSIONAL EXPERIENCE

Systems Designer | September 2021 – March 2025

Wonder Woman | Proprietary Engine - Firebird | Monolith Productions

- Primarily worked on the Nemesis System to update it from *Shadow of War* and expand on new features to further develop the Nemesis System to fully realize the Wonder Woman IP
- Owned and drove procedural character generation systems to create memorable and unique heroes and villains for the player to encounter throughout the game
- Worked at the crossroads between Character Art, Writing, Combat Design, UI Design, Mission Design, and Sandbox Design to bring together their respective content pieces in engaging, cohesive, and innovative ways within the Nemesis System
- 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, creating collectible data in the engine, and working with UI to ensure all items displayed properly
- Established streamlined and modular pipelines for inter-team work and hosted teaching sessions for involved teammates and leads to ensure pipelines would be followed

Content Designer | July 2019 – September 2021

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

- Owned main and side quests on the content design team 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

INDEPENDENT DEVELOPMENT

Content Designer | February 2019 – October 2019

Reach for the Stars | Tabletop RPG

- Developed a custom setting and 4 playable races, all with unique hooks for player-generated content
- Designed a 3-session module that included combat, NPC interaction trees, branching narrative paths, and a resolution that allowed for future tie-ins and more content after completion

EDUCATION

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

DigiPen Institute of Technology

Skills

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

Engines & Languages

Unreal Engine 4 - Blueprint
Firebird - GDB
Unity - C#

Tools

Adobe Suite	Confluence
Zoom	JIRA
Office 365	Perforce
GitHub	Twine