

# ROGER MATTHEWS

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## SUMMARY

Multi disciplinary designer specializing in narrative design, level design, and digital cinematography. Background working in TV/film industry as video editor.

## EDUCATION

MFA in Game Design/Interactive Media (2021) Becker College

- *Thesis Paper*: “Telling Stories Without Words: Using Abstraction to Convey Emotional Truths”
- *Thesis VR Project*: ELEMENTS
  - 2021 Group Exhibition, Barrett Center, Becker College, Worcester, MA

Certificate in Level Design (2020) CGMA Level Design for Games w/ Emilia Schatz

BA in Cinema Studies (2007) CUNY College of Staten Island

- Concentration in Video Production

## INTERACTIVE MEDIA EXPERIENCE

A Survivor’s Odyssey (Unreal Virtual Opera) - *Environment Design, Technical Artist* 2021

- Designed environments using Quixel plugin and art asset packages
- Setup, keyed, and placed NDI green screen feeds of live actors inside each scene
- Lit scenes, coached actors on blocking, animated camera in sync with provided music
- Created and maintained Unreal project and GitHub repository, established workflow procedures, and trained team members in Unreal and GitHub

ELEMENTS (VR Unreal) - *Accipiter Labs, Director/Lead Designer* 2020-2021

- Wrote design documents and assigned individual tasks in Jira for a team of eight game design undergraduate and graduate students
- Designed levels and created Blueprint scripting
- Created and maintained Unreal project and Plastic repository

Abandoned (Unreal) - *Solo Filmmaker/Digital Cinematographer* 2021-Present

- Utilize Cine Camera Actor, Level Sequencer, and Quixel to create multiple scenes inside Unreal as part of an experimental project that incorporates footage from multiple media formats

Campfire (VR Unity) - *Accipiter Labs, Lead Designer* 2020

- Led student team in designing gameplay mechanics, levels, and story for narrative driven multiplayer VR game
- Iterated on documentation based on feedback from programming and art teams

Ben’s Story (Unity) - *Accipiter Labs, Lead Video Director* 2019

- Trained students on shooting digital video, recording production sound, and editing within Adobe Premiere Pro to create scenes for branching narrative interactive video project

Underground Wonderland (Unreal) - *Solo Developer* 2019

- Used Blueprints to script character movement, animation, and dialogue playback
- Manipulated post processing and lighting to create different looks for level
- Exhibited at Becker College PAX 2020 booth

## VIDEO EDITING EXPERIENCE

Five Seasons Media - <i>Editor</i>	Ongoing (freelance)
CW Network / Hearst - <i>Senior Editor</i>	2018
VICE - <i>Editor</i>	2015-2018
COMPLEX - <i>Editor</i>	2017-2018
Bloomberg - <i>Editor</i>	2016
Leftfield Pictures - <i>Junior Editor</i>	2014-2015
Penguin Random House / No. 14 Productions - <i>Editor</i>	2013-2014
Leftfield Pictures - <i>Assistant Editor</i>	2011-2012
Being Elmo (feature documentary) - <i>Assistant Editor</i>	2010

## TEACHING EXPERIENCE

Adjunct Instructor and Course/Studio Designer 2020 - 2021

School of Design and Technology, Department of Interactive Media, Becker College

- Narrative Design: Approaches to Storytelling in Games (Fall 2020)
- Level Design (Spring 2021)
- Virtual Reality Studio (Fall 2020, Spring 2021)

## TALKS

2020 “Moral Ambiguity in SOMA” Presentation. NarraScope Narrative Game Conference, May 30.

2020 Guest Lecturer on Storytelling in Games. Producing Essentials with Instructor Diane Hodson, New York University, New York, New York. April 14.

## SKILLS

- |                          |                              |
|--------------------------|------------------------------|
| ● Worldbuilding          | ● C# and Blueprint Scripting |
| ● Narrative Design       | ● Documentation              |
| ● Digital Cinematography | ● Teaching and Training      |
| ● Lighting               | ● Database Management        |

## SOFTWARE

Unreal Engine, Unity, Quixel Suite, NDI Tools, Maya, Premiere Pro, AVID, Final Cut 7/X, After Effects, Photoshop