



Chase Mattson

Level Designer

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 www.chasemattson.com

Skills

Languages: C, C++, C#

Level Editors: Unity, Unreal Custom ImGui Level Editor

Tools: Maya

Education

BS in Computer Science & Game Design

DigiPen Institute of Technology

September 2016 - July 2020

Academic Projects

Lead Level Designer

January 2020 - April 2020

Shoot To Thrill - 3D Parkour Action Shooter

- ◆ Shaped spaces that empowered the player to decide their own next action.
- ◆ Coalesced distinct game segments into one meaningful game loop.
- ◆ Redesigned level segments using player-centric comments and critiques.

Lead Level Designer/Systems Designer

September 2018 - December 2019

20XX MAXX - 3D Multiplayer Car Battler

- ◆ Prototyped and tested spaces that were fun to traverse and created interesting counter play.
- ◆ Facilitated playtests of game mechanics and levels to attain valuable feedback from players.
- ◆ Iterated using player feedback to work towards a more refined level space.

Level Designer

September 2017 - March 2018

C.C.P. - 2D Puzzle/Platformer

- ◆ Tailored player progression to create a cohesive and smooth gameplay experience from beginning to end.
- ◆ Developed 5+ levels, each with the intent to further strengthen the player's skill with the mechanics.
- ◆ Showcased at PAX West 2018 at the DigiPen booth.

Professional Experience

Senior Game Advisor/Assistant Store Leader

June 2021 - Present

GameStop

- ◆ Creatively problem solved guest needs to give them a more wholistic and complete solution.
- ◆ Networked and provided aid to a variety of teams in the area who needed more shift coverage.

DigiPen TA

September 2019 - April 2020

GAM100/150 - Intro to Game Projects

- ◆ Provided well informed game design suggestions to new students to aid in game project development.
- ◆ Encouraged students to maintain open communication channels to reduce potential project risks.