

Matthew Gallant

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<http://gangles.ca/>

WORK:

Naughty Dog – Lead Systems Designer

March 2020 – Present

Games: The Last of Us Part II

- Lead a team of systems designers and worked across disciplines with animators, artists and programmers to guide our systems from preproduction to gold master
- Managed production of the game systems: defining scope, tracking work assignments, arranging reviews, and developing a systems production schedule
- Principal combat designer for the WLF and Seraphite combat encounters. Worked with the game directors to establish the overall vision for combat
- Charted and analyzed focus test data, using it to tune our systems week over week and evaluate systems comprehension
- Co-headed our effort to push the boundaries of accessibility. Shipped over 60 features in what some have called “the most accessible game ever”

Naughty Dog – Game Designer

September 2012 – February 2020

Games: The Last of Us, Uncharted 4: A Thief’s End

- Principal design owner of core combat on Uncharted 4
- Infected combat design and encounter scripting on The Last of Us
- Collaborated with AI programmers to develop, tune, and debug the NPC behaviours
- Tuned NPC health, perception and accuracy for each difficulty setting
- Developed and prototyped various gameplay systems in proprietary scripting language

LightBox Interactive – Game Designer

July 2010 – August 2012

Games: Starhawk

- Single player & co-op mission scripting in Lua (proprietary engine)
- Responsible for managing, designing and tuning AI behaviour trees
- Took five campaign missions from concept to release
- Critical system design work in collaboration with designers & programmers
- Developed script prototypes to validate new game features

IBM – Extreme Blue Programmer Intern

May – August 2009

Research in Motion – JDE Programmer Intern

May – August 2008

123 Certification – Java Developer Intern

August – December 2007

SKILLS:

- Passionate about gameplay systems, combat design, and AI development
- Veteran scripter with strong technical background in mathematics and engineering
- Experienced at leading a team of designers, building rapport and trust with direct reports
- Proficient at collaborating across multiple game development disciplines
- Excellent written and communication skills, including spreadsheets, charts and diagrams

EDUCATION:

BEng in Software Engineering – Concordia University, Montreal (2006 – 2010)

- Specialization in artificial intelligence, graphics and computer animation
- Cumulative GPA of 3.94, Dean's list 2006-2010
- Vice President of the Software Engineering & Computer Science society

PUBLIC SPEAKING:

- Accessibility in The Last of Us Part II: A 3-Year Development Journey (**GAconf 2020**)
- Authored vs. Systemic: Finding a Balance for Combat AI in 'Uncharted 4' (**GDC 2017**)

Portfolio available at <http://portfolio.gangles.ca/>