



**M A T T
FLEMING**
WRITER EDITOR
GAME DESIGNER

flemingme@gmail.com
flemingme.com
linkedin.com/in/mattefleming

OBJECTIVE

To work with a creative game company to develop games that delivers a quality narrative.

EDUCATION

BFA: Creative Writing for Entertainment – Full Sail University, Winter Park, FL June 2014

SKILLS

- Quest and narrative content design
 - Creative writing and proofreading
 - Screenwriting
 - Comic book writing
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WRITING EXPERIENCE

“Pearl’s Last Ride”, Bewildering Stories, 2014

“The Date”, Linguistic Erosion, 2014

RELATED EXPERIENCE

Trion Worlds, Inc. - July 2010 to Present

Content Designer, Defiance and Rift

Creating and maintaining live content for Defiance and Rift, including dynamic content, quest implementation and writing dialogue for in-game .

Participating in design decision meetings and content planning for Defiance DLC and Rift.

QA Tester, Rift and WarFace

Verifies fixes put in by the design, system, coding and art teams.

Proofread and edited translated text for WarFace UI and narrative.

Acclaim Games - April 2009 to September 2009

Level Designer, Kogamu

Designed and implemented dungeon and city levels for Kogamu, including layout, monster and path placement.

Created multiple quests and quest chains to be implemented into the game, as well as designed the backstory for the game world.

Directed the design for combat and systems as well as worked on balancing the game for player versus player combat as well as combat versus monsters.

Electronic Arts, EA-Mythic - October 2005 to February 2009

Designer, Ultima Online

Designed and implemented quests for both the current game as well as the Stygian Abyss expansion.

Created backstory for the Gargoyle lands and the Abyss and integrated it into the existing Ultima lore and esigned and implemented level designs in the Stygian Abyss expansion.

Worked with the Quality Assurance team to repair game related issues as well as enhance existing content using a proprietary scripting language

Technical Support and Billing

Worked with players of the online game Dark Age of Camelot through phone and e-mail on billing, technical, and gameplay issues; these included driver and software issues and troubleshooting hardware issues.

REFERENCES AVAILABLE UPON REQUEST