

Matthew Palermo

JUNIOR GAME DESIGNER & LEVEL DESIGN SPECIALIST

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HARD SKILLS

Unity
Unreal
Construct 3
Figjam
Github
Trello
Jira
Microsoft Office
Visual Studio Code

SELECTED PROJECTS

Project Cobalt

Isometric dungeon crawler · Unity · In development

Ionize

5-level 2D platformer · Construct 3

Remember Wonder

3D sandbox platformer · Unity

EDUCATION

B.S/M.S Game Design & Development

Rochester Institute of Technology
Rochester, NY | May 2023

INDUSTRY INVOLVEMENT

PAX Enforcer

Penny Arcade Expo — East,
Unplugged, West
2024 – Present

Conference Associate

Game Developers Conference
(GDC)
San Francisco, CA | 2025

SUMMARY

- Level/gameplay designer specializing in puzzle and sandbox systems, with a foundation in player-centric design built across multiple completed projects.
- Builds robust gameplay prototypes, consistently meeting milestones while integrating playtest feedback to refine core mechanics.
- Thrives on high-value feedback from stakeholders to continually improve gameplay quality and player experience.

CAREER EXPERIENCE

Junior Level Designer

Digital Hazard Studio

September 2025 – Present

- Collaborate in a cross-functional team of twelve on a co-op dungeon crawler inspired by Hades and God of War, building levels in Unity through polygon editing.
- Design game levels around competitor themes to experiment with design intent, flow, and replayability, keeping the game enjoyable for the target audience.
- Iterate levels using intentional feedback from over 200 community members and stakeholders to improve accessibility and overall product quality.
- Run weekly check-ins and playtests to refine levels and meet studio standards.

Coding Coach

The Coder School

August 2024 – Present

- Guide students through personalized Unity projects, teaching problem solving through analytical thinking and hands-on practice.
- Teach 12–14 year old students with no prior Unity experience how to navigate the engine and build 2D and 3D environments.
- Challenge students to think creatively about issues in their work to help them learn efficient programming methods.
- Coach up to 12 students at a time on projects throughout the school year.

Level Designer

Devil's Garage

August 2024 – February 2025

- Collaborated with a small indie team on a 2D puzzle platformer, creating polished, playtested game levels.
- Drafted level designs in Figjam for discussion and approval, communicating design intent clearly to the team.
- Translated layouts from Figjam into Construct 3 using a predefined tile map, thinking critically about player experience along the way.
- Delivered consumer-ready levels through thorough testing and iteration.