

Tristan Mattole Game Designer

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Skills

Technical Skills: Game Design, C#, Visual Design, JavaScript, HTML, Python

Software Proficiencies: Unity Engine, Unreal Engine 5, GitHub, Perforce, Visual Studio Code, Adobe After Effects, Adobe Premiere Pro, Adobe Photoshop, Adobe Illustrator, Adobe Audition, Slack, Trello, Figma, Basecamp

Essential Skills: Project Management, Ensures Deliverables, Excellent Team Communication, Ethical AI Usage

Projects

Fireflies, Game Team Leader, January – May 2026

<https://dtc-wsuv.org/projects/fireflies>

A vertical slice of a 3D stealth puzzle-action adventure game set within a single section of a whimsical, dark cavern environment where light is both a tool and a risk.

- Directed a group of four other programmers in creating a vertical slice.
- Conceptualized and programmed new game mechanics from the ground up.
- Collaborated across multi-disciplinary teams to meet deadlines.

RTS-Roguelike, Project Manager and Programmer, April 2025 - Present

<https://dtc-wsuv.org/tmattole24/InteractiveGDD/>

A group project where we mixed the genres of RTS & Roguelike into a seamless innovative experience for beginner players.

- Hired and onboarded 14 people across multiple disciplines.
- Coordinated group work in Basecamp for teams working in Unity, Blender, Substance Painter, and C#.
- Programmed unique mechanics in Unity 6 using C#.
- Conceptualized the game from the ground up.

Tic-Tac-Total War, Project Manager and Programmer, January - April 2025

<https://leviathansrose.itch.io/tic-tac-total-war>

A proof of concept demo showcasing an interesting mix of autobattling and physics-based gameplay.

- Managed a group of 3 other programmers working in Unity, C#, and Trello.
- Organized the project within GitHub and solved any merge conflicts that arose.

Education

Washington State University Vancouver

Bachelor of Arts in Digital Technology & Culture, Cum Laude, Game Studies and Design Certificate, Graduated May 2026.