MATHIEU FALLOWS

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SENIOR CINEMATIC / CAMERA DESIGNER | NARRATIVE DESIGNER | ENCOUNTER DESIGNER

Senior Cinematic Designer, Camera Designer, Narrative Designer, and Encounter Designer on several AAA videogame titles, including New World, Star Wars, Diablo 4, God of War, World of Warcraft, and Shadow of the Tomb Raider. Specializing in camera design and cinematography.

Areas of expertise:

- Camera Design
- Cinematography
- Level Design
- Scripting
- Combat Design
- Sound Design
- Project Management
- Team Leadership
- Previs & Prototype

Technical Skills:

Unreal, Unity, Maya, 3DS Max, C#, Javascript, Lua, Ruby, Wwise, Photoshop, Premiere

PROFESSIONAL EXPERIENCE

NETEASE GAMES Irvine, CA   **2023 - Present**
Senior Cinematic Designer / Narrative Designer
Multiple AAA titles

- Work with first party studios to create cinematics and conversation systems.
- Develop cinematic tools to generate procedural cameras and animation.
- Lead internal team of 15 to develop prototype of game demo.
- Identify opportunities to augment cinematic presentation (for interactive and non-interactive moments) throughout the games we worked on.

AMAZON GAMES Irvine, CA   **2022 - 2023**
Senior Cinematic Artist / Narrative Designer
New World (PC)

- Design and implement IGC's and vignettes into the game from animatic to final.
- Provide feedback to external vendors for 2D cinematics.
- Develop an enhanced dialogue system for conversations.

BIOWARE / EA Austin, TX   **2021 - 2022**
Cinematic Designer / Narrative Designer
Star Wars: The Old Republic (PC)

- Create shotlists and storyboards for cinematics.
- Author cameras in the game world and timeline editor for cinematics.
- Implement and customize animation, VFX, SFX, using existing libraries.
- Provide feedback for cinematics designed by other cinematic designers

VISUAL CONCEPTS / 2K Los Angeles, CA   **2020 - 2021**
Senior Camera Designer
WWE 2K (PC, XBOX One, PS4)

- Designed and implemented in-game cameras throughout the game, with a focus on gameplay cameras, conversations, and special move highlight cameras.
- Designed new camera tools and processes with programmers.
- Collaborated with designers, artists, animators, and programmers to create compelling and engaging cinematography and gameplay.

BLIZZARD ENTERTAINMENT Irvine, CA   **2018 - 2020**
Camera Designer / Cinematic Artist
Diablo 4 (PC, XBOX One, PS4)
World of Warcraft / Heroes of the Storm (PC)
- Designed and implemented in-game cameras throughout the game, with a focus on conversations, traversals, POI's, boss cameras, IGC's, transitions, and story beats.
- Scripted camera behavior and gameplay interactions in the editor using Lua and visual scripting.
- Designed new camera tools and processes with programmers.

SONY INTERACTIVE ENTERTAINMENT Los Angeles, CA   **2017 – 2019**
Encounter Designer
God Of War (PS4), Unannounced (PS4)
- Worked with AI cast, level mechanics, and environmental components to create unique combat encounters throughout the game.
- Assisted combat team responsible for design, and maintenance of AI cast members.
- Collaborated with level and environment teams to create fight sequences that are customized and optimized for specific locations and gameplay experiences.
- Created and iterated encounters for desired pacing and difficulty. Also scaled encounters based on player progression and skill.
- Gathered and implemented feedback from both playtests and director reviews.

CRYSTAL DYNAMICS Redwood City, CA   **2015 – 2016**
Camera Designer
Shadow of the Tomb Raider (Xbox One, PS4), The Avengers (Xbox One, PS4)
- Scripted camera behavior and gameplay interactions.
- Developed shot breakdowns and animated cameras for cutscenes.
- Adapted beat document into level layouts.
- Worked with other designers to improve navigation and combat systems.
- Collaborated with artists, animators, and programmers to create compelling and engaging gameplay.

SONY COMPUTER ENTERTAINMENT Santa Monica, CA   **2009 – 2014**
Camera Designer
God of War 3 (PS3), God of War: Ascension (PS3), PS4 Unannounced
- Designed and implemented in-game cameras.
- Scripted and prototyped camera behavior for each game.
- Collaborated with multiple programmers to develop new tools for the camera system.
- Worked in conjunction with other designers to develop better level layouts, and ensure that the cameras facilitate and enhance gameplay.

EDUCATION

Diploma, Game Art, Animation and Design.   **2004 - 2005**
College of Interactive Arts, Vancouver, BC

Bachelor of Arts, Film   **1996 - 2000**
University of British Columbia, Vancouver, BC