



Email

 matthewmifsudf@gmail.com

Portfolio

 www.forteen.dev

Phone Number

 +356 99054833

Residency

 Naxxar, Malta

Skills

Gameplay Design.....[|||||]

Narrative Design.....[|||||]

Level Design.....[|||||]

Visual Design/UI.....[|||||]

Figma.....[|||||]

Photoshop.....[|||||]

Unity.....[|||||]

C#.....[|||||]

Java.....[|||||]

Languages

English (native proficiency)

Maltese (native proficiency)

Interests

Travelling

Gaming

Digital Art

Writing

Astronomy

Baking

Favourite Games

Minecraft

Team Fortress 2

Half-Life 2

Super Mario Galaxy 1 & 2

Stardew Valley

Matthew Mifsud Farrugia

Game Designer

Passionate and driven game designer with 2+ years of experience in designing features, levels, maintaining live-service mobile games, and leading the development of games for external AAA studios. Thrives in collaborative environments, valuing discussion, feedback and attention to detail to create the best possible experiences for players.

> Work Experience

Game Designer

Exient, Malta.....May 2025 - Present

- Led the development of two original games for external clients.
- Created detailed game proposals for external clients, working closely with product.
- Created a clickable Figma prototype for the Subway Surfers x Brawl Stars crossover.
- Populated seasonal content and co-led the development of Subway Surfers+.
- Supported and trained two junior designers for live-service content creation.
- Conducted extensive analysis and market research for an original title.
- Worked directly with Sybo, Netflix, StoryToys, among others.

Junior Game Designer

Exient, Malta.....November 2023 - May 2025

- Designed levels and maintained content cycle for Lemmings: The Puzzle Adventure.
- Created detailed design documentation for new features and systems including wireframes and Figma prototypes.
- Designed and adjusted new features based on player feedback.
- Collaborated with QA testers to test and new features and content.
- Collaborated with designers and artists to design and prototype an original title.
- Led development and designed controls for porting The Grinch Christmas Adventures to mobile.
- Worked directly with Poncle, Outright Games, Rovio, among others.

QA Tester

Green Jade Games.....October 2021 - February 2022

- Performed functional and performance testing on online slots and arcade gambling games.
- Reported and identified bugs to the wider team.
- Worked closely with compliance to assure regulations were met across all games.
- Created checklists for routine and regression testing.
- Deployed games to partner sites from staging to production.

> Education & Certifications

BSc.(Hons) in Computing with Game Design and Development

Saint Martin's Institute, Malta.....2018 - 2022

Delved into game, visual, audio, and narrative design. Along with programming, pure mathematics, physics, software development, and more.

Graphic Design Course Certification

ICE, Malta.....2014

A short introductory course to Photoshop and graphic design.

KODU Game Development Course Certification

ICE, Malta.....2013

My first short course in game development using Kodu Game Lab.