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Portfolio
www.forteen.dev

Phone Number
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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

Senior Game Designer

Passionate and driven game designer with 3+ 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

Senior Game Desiger
Exient, Malta.....April 2026 - Present

- Supported and guided the Design team.
- Conducted extensive analysis and market research for an original title.
- Used AI for prototyping, content automation, and improving workflows for the wider team.
- Successfully improved KPIs, retention and revenue through A/B testing and pioneering new features for Lemmings: The Puzzle Aventure.
- Conducted wide-scale analysis on internal projects with Head of Product to shape future development priorities for the wider team.

Game Desiger
Exient, Malta.....May 2025 - April 2026

- Led the development of two original games for external clients.
- Created detailed game proposals for external clients, working closely with Head of 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.
- 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 and analytics.
- 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.

> Achievements

- Created "Easel Does It!", a Minecraft mod with 2M+ downloads.
- Awarded 1st Place in a company-wide internal game jam as team leader and game designer, competing against 5 groups.
- Awarded 3rd Place in gameplay for GBJAM 13 as sole game designer and artist, competing against 173 submissions.