

Mathew Willows

Creative and Technical Leader

Contact Information



(617) 501-2631



mat.willows@gmail.com



Texas/New England



[LinkedIn](#)

Profile

Highly accomplished designer and manager with over twenty-five years of game and software development. Proven expertise in product development, gameplay design, and coding for both clients and servers. Skilled in economy design, narrative construction, world building, client management, UX/UI, database, and API design, along with a repertoire of other valuable skill sets. Passionate about innovation and committed to driving success and achieving exceptional outcomes in the gaming and software industry.

Key Skills & Attributes

- Well-versed in all aspects of game development with a strong background in both technical and creative aspects of game development; can efficiently and effectively oversee the entire development process from conception to launch.
- A team builder who leads by example with trust, honesty, and commitment to coach, influence, and develop individuals to achieve their potential and outperform expectations.
- Excellent communicator with strong interpersonal skills that encourage open communication, creativity, and the sharing of ideas among team members, whilst fostering a culture of collaboration and continuous improvement.

Career Highlights

Roles	Accomplishments
Creative Director/Technical Lead	King of Destiny, InfiniMerge + ElderGods Collection and Economy (mobile + web3)
Producer and Designer	Shark Week - #2 Premium Licensed Slot Product in the US 2019
Lead Designer and Programmer	Hinterland - Action RPG/Town Builder (early Steam release)
Lead Producer	Immortal Cities: Children of the Nile - Consistently ranks in top City Building games of all time
Director/Lead Engineer	Prelude to Darkness - RPG Codex game of the year

Professional Experience

Creative Director/Technical Lead | INFINIGODS, INC. (formerly Batcave Digital) www.infinigods.com Sep 2019 – Present

- Create InfiniMerge, ImmortalSiege as creative director, and King of Destiny, wearing multiple hats as the lead designer and gameplay and server engineer, ensuring the seamless integration of gameplay mechanics and robust server infrastructure.
- Constructed a product roadmap for web3 pivot and formulated an initial strategy to guide the company towards success in the highly competitive web3 environment.
- Crafted the design for initial NFT releases and economy, coupled with a unique strategy for seamless on-chain-off-chain integrations and a robust economy across multiple games.
- Built and managed a talented team of on and off-shore developers. Working closely with the development team to ensure that the games are built on a solid foundation, leveraging cutting-edge technologies and tools.
- Played a pivotal role in integrating various Web3 technologies, as well as overseeing client and server engineering within the Unity game engine and Azure cloud platform.

Producer II (Slot Games), Designer II (Slot Games) | EVERI, INC. www.everi.com Austin, TX Sep 2015 – Feb 2019

- Managed a 10-member cross-disciplinary team that produced up to a half-a-dozen video and mechanical slot games annually, showcasing creativity and expertise.
- Designed math and probabilistic outcomes
- Oversaw every aspect of game development spanning from initial conception to final certification for release.
- Collaborated with licensors, including DreamWorks (Felix the Cat) and Discovery Channel (Shark Week) to create and deliver exceptional slot experiences that captivate players while staying true to the essence of each brand.

Mobile Systems Architect | MOBIQUITY, INC. www.mobiquityinc.com Waltham, MA Sep 2013 – Sep 2015

- Led the strategy, design, and development of client and server-based enterprise and mobile architecture for Fortune 1000 companies to optimize their mobile presence and enhance their overall enterprise operations.

- Introduced the potential of implementing Unity3D to projects, particularly in the areas of 3D visualization and gaming.
- Defined the architecture and functionality of mobile apps through the development of detailed API specs and mock servers.
- Created database models for relational and NoSQL based databases, ensuring data integrity and optimal query performance.
- Managed dispersed teams world-wide to develop a wide range of applications catering to the needs of B2B, B2E, and B2C clients.
- Designed and implemented mobile solutions for several mobile applications that have received multiple project awards.

Executive Producer | PIPEWORKS (Foundation 9) www.pipeworks.com Eugene, OR Sep 2012 – Aug 2013

- Carried out studio business development, strategy, and general personnel management, working with clients including Microsoft, THQ, Activision, and BBC Worldwide on titles such as Full House Poker Pro, Dancing with the Stars, and various internal projects.
- Spearheaded the transition of the studio from a homegrown engine to Unity3D development across all platforms.

Technical Manager/Senior Producer

IMAGINENGINE ENTERTAINMENT (Foundation 9) www.imaginengine.com Framingham, MA Sep 2009 – Sep 2012

- Managed a skilled team of 15 programmers while providing technical design and direction for all projects.
- Led and coordinated diverse teams across multiple platforms, managed projects for Mobile, PC/Web, and console platforms.
- Worked directly with a variety of clients and licensors such as THQ, DreamWorks, Majesco, Unilever, Disney, and Activision.
- Created design documents, development schedules, and milestone plans, incorporated agile-based development methodologies, and fostered efficient and adaptive workflows, enabling the team to deliver high-quality results.
- Led the production of several successful titles, including *Are You Smarter: Back to School*, *Streetwars*, *Puss'n'Boots*, *Wreck-It Ralph*, *Haunted House*, *Apples to Apples*, *Gremlins: Gizmo: DS*, *Axeman* and *Planet Axe*, as well as *Sonic and Sega AllStars: DS*.

Lead Designer, Programmer, Producer – Hinterland

TILTED MILL ENTERTAINMENT www.tiltedmill.com Framingham, MA Jun 2002 – Dec 2008

- Designed Hinterland's unique gaming experience, combining a unique blend of city-building and action RPG gameplay.
- Coded a wide range of gameplay and UI elements from combat to world generation.
- Developed agile processes for small-team iterative implementation to enhance efficiency and foster collaboration.

Director of Development | TILTED MILL ENTERTAINMENT www.tiltedmill.com Framingham, MA Jan 2002 – Dec 2008

- Successfully managed and coordinated cross-functional teams, managed localization processes in multiple languages, and collaborated with external publishers, ensuring on-time and on-budget product delivery.
- Served as Sr Producer and Technical Producer for several notable projects: *Children of the Nile*, *Caesar IV*, and *SimCity Societies*.

Founder, COO | ZERO SUM SOFTWARE Somerville, MA Jan 1998 – Dec 2002

- Co-founded a small development studio by securing angel funding, hiring team, and establishing the company in the industry.
- Served as a Producer/Lead Designer/Lead Programmer for *Prelude to Darkness*, which won RPG Codex's Game of the Year award.
- Designed and balanced the character system, level progression, combat mechanics, monsters, and items within the game.
- Designed and coded 3D engine and scripting engine utilizing the C++, developing a powerful and efficient engine capable of rendering immersive and realistic 3D environments.
- Managed a team of 10 professionals across all disciplines, coordinating efforts to ensure the successful execution of projects.

Level Design, Quality Assurance | IMPRESSIONS SOFTWARE Cambridge, MA Fall 1997, Spring 2000

- Performed level design, testing, scripting, and QA for *Civil War Generals 2*, *Lords of Magic*, *Empire Earth*, and *Lords of the Realm*.

Technical Profile

C/C++, C#, LUA, iOS, Android, Xbox, Wii, PlayStation, Unity3D, Azure, .Net, MongoDB, MySQL, JIRA, Torque Engine Advanced, Gamemaker, Perforce, MS Office/Project/Visual Studio, Adobe Photoshop, UX Design, Agile and Scrum methodologies, set design and construction, acting, film animation, welding and metal-working, private pilot.

Education

BA in Fine Arts | HARVARD UNIVERSITY Aug 1993 – May 1998

Additional coursework in Computer Science, Film Animation, and Theater Arts