

# MATTHIAS PRESSLER

Technical Realization Designer

With over 6 years of experience with Unreal Engine I am passionate about story-driven interactive worlds that reacts to player agency and gameplay.

My expertise lies in Narrative, Quest & World design, NPC behavior, seamless cinematics, and event scripting.

I develop content and technical systems that seamlessly integrate storytelling, world interaction, enemy encounter and gameplay mechanics, delivering dynamic narrative and player-focused experiences.



[Portfolio](#)



[linkedin.com/in/maze-pressler](https://www.linkedin.com/in/maze-pressler)



[artstation.com/maze-pressler](https://www.artstation.com/maze-pressler)



[matthias.pressler@web.de](mailto:matthias.pressler@web.de)



+49 16097773162

## SKILLS

### Scripting & Programming

Blueprints, C#, Python, basic C++

### Narrative Design & Implementation:

Quest & Event Scripting,  
Dialogue Systems & Cinematics  
NPC Behavior & World Life  
World Interaction & Reactivity

### Level Design:

World Building, Blockout, Encounter Design,  
Ingredients, Guidance, Modular Setdressing

### Technical Animation:

Sequencer, Control Rig, State Machine, AnimBP

### Technical Art & Pipeline:

Procedural Assets, Houdini & PCG,  
Shader, VFX, Optimization & Automation

### 3D Modeling & Texturing

Blender, Maya, Substance Suite

### Production Tools & Workflow:

Jira / Confluence / Perforce  
Technical Documentation / Agile

## ARTICLES

[80.lv - Interaction System](#)

[80.lv - PCG Garden Generator - 80.lv](#)

[State of Nanite](#)

[Material Pixel Paint Decal](#)

## SPEAKER

Everything Procedural Conference

[PCG Garden Generator](#)

[Sci-Fi Skyscraper Generator](#)

## PERSONAL INTERESTS

Pen-and-paper & PC Games  
Interactive Arts / Traveling / 3D Print

Matthias Pressler

## GAME PROJECTS

### Assassin's Creed Shadows - Ubisoft

Technical Realization Designer | 3rd Person Stealth Action RPG - Anvil

- **Narrative & Technical Design** for World and Quest Events, Cinematics, World Ambient Life, Interactions
- **Seamless Narrative and Gameplay Transitions**, Scripted Events & Cinematics
- **Documentation & Guidelines** for World, Cine, Quest, Level, Audio, and Tech Animation Departments
- **Technical Design:** Scripting, Dialogue Systems, NPC Behaviour Systems, State Machines

### Sicaria

Technical & Game Design | 3rd Person Stealth Action - Unreal Engine - GDWC 2024 Winter Finalist

- **Concept & Prototypes:** Pitch, Core Loops, Narrative & World Building, Feature & Macro Design, Docs
- **Tech Design:** [Interaction System](#), Level Events, seamless Cinematics, and NPC Behavior
- **Systems** for narrative, scripted world events & interaction, NPC behavior, cinematic transitions
- **Animation:** Control Rig, Sequencer, Dialogue and Overlay Systems, AnimBP, State Machine, and MoCap

### Pango

Technical Design & Art | 3rd Person Platformer - Unreal Engine

- **Concept & Prototypes:** BP Prototypes, Game Metrics, Mechanics, Macro Design, and World Building
- **Level Design:** Sketches, Design Iterations, Ingredients, Guidance, and Modular Kits
- **AD & TD - Art Bible, Setdressing, Lighting, Procedural Setdressing Tools, Shader, Asset Pipelines**

### Super Circus Fruit Show

Design & Technical Art | 3rd Person physics platformer | 2x Awards and featured in [Epic Student Reel](#)

- **Game Design** - BP Gameplay and Movement Concepts & Iteration
- **Level Design** - Design Iterations, Ingredients, Blockout to Setdressing, Lighting, Performance
- **Pipelines & FX** - Procedural Houdini, Setdressing Tools, fx for gameplay elements

## EDUCATION

### Bachelor of Science - Technical Game Design & Art

2021 - 2025 | Breda University of Applied Science | Bachelor of Science Creative Media and Games

- **Production & Team Leading** - Concepts & Pitch / Macro & Sprint planning / Jira & Confluence
- **Game Design** - Level / Quest / Narrative / Scripted Events / Cinematics / Enemy Encounter
- **Technical Design** - NPC & Ai / Gameplay & Systems / Interaction / Prototypes / Documentation
- **Technical Art** - Procedural Assets / Tools / Lighting / Setdressing / Shader / Pipelines & Automation
- **Realtime VFX** - RBD & Dynamics / Destruction / Pyro / Cloth / Particles / Shader

## RELATED INDUSTRY EXPERIENCE

### Unreal Engine Freelancer - Virtual Production

2022 - 2024 | Hyperbowl | Europe's leading Virtual Production House

- Developed cinematic content for ICVFX productions, integrating live-action with digital environments
- Set extension, lighting, and sequencer animations for seamless live-action integration
- Tools and Systems with Unreal Blueprints for Sequencer, Control and Automation

### Senior Real-Time Generalist - Unreal & Unity

2017 - 2022 | Stereolize GmbH | Interactive product presentations for events, fairs and showrooms

- Crafted interactive product presentation & shows using Unity, Unreal & proprietary Engines
- Developed real-time animation, and control systems for live events
- Scene creation & Pipelines, Assets, Animation, Shaders, Lighting, and Motion Graphics in Engine

### Motion Designer

2013 - 2017 | Sport1 GmbH | TV Channel

- Trailer and Motion Graphics in Cinema 4D, Octane, After Effects, and Premiere
- Internal and external Pipeline and Team Management

### Apprenticeship Media designer film and sound

2010 - 2013 | PLAZAMEDIA GmbH | TV- & film production and content solution provider

- Film and Show Production in Various Roles like Camera, Lighting, etc.
- Experience with Real-Time Graphics, Vizrt, and 3D VFX Pipeline at Constantin-Film

### Apprenticeship IT-Specialist for system integration

2007 - 2010 | brainworks Training GmbH | Certified trainings for Apple, Adobe, Office and more

- Database coding, including UI/UX elements with Photoshop
- Video editing with Premiere, Adobe After Effects