One of the common tasks in online multiplayer games is matchmaking, i.e., assembling a game with concrete players and game settings. Players, in general, want to be matched with similarly skilled players while spending little time waiting for a match. Players may also have different preferences regarding maps, roles, or other settings. Often, matchmaking systems disregard such preferences.

In this thesis, we examine in-game matchmaking and existing third-party options for Valorant and other games. Based on our observations, we propose a matchmaking Discord Bot Valorant focused on improving the user experience. The Bot works on different Discord servers separately and provides slash commands for users to interact with it. We also improve matchmaking functionalities, such as player selection, player rating, and map selection.