Michiel Werring
Level Designer

Specialising in level design to create incredible content.

# Basic Information:

Date of Birth: 22-03-1992
Nationality: Dutch
E-mail: Werring.Michiel@gmail.com
Phone: (+31) 06-17755989

Portfolio: www.MichielWerring.com

# Education

|  |  |  |
| --- | --- | --- |
| 2011 - 2015 | Bachelor Engineering in Game Architecture and Design | NHTV University of Applied Science, Breda, the Netherlands |
| 2004-2010 | Senior General Secondary education. | Angelus Merula, Spijkenisse, the Netherlands |

# Working Experience:

##  2014-2015 Guerrilla Games Amsterdam

**Game: Horizon: Zero Dawn**

Singe-player content development for Horizon: Zero Dawn, a third-person action RPG.

* Co-designed the World Encounter System
* Designed, developed, iterated, polished and implemented world encounters.
* Maintained documentation on individual world encounters and their system.
* documented individual world encounters
* Designed and developed combat areas in Maya

##  2013 Student Project

**Game: Tank Takeover**

An arena arcade game in which four players compete using tanks that dominate other tanks on hit.

Featured at the Indigo Roadshow Gamescom 2013

* Co-authored game design documents
	+ Designed the unique elements for the game modes
* Designed the modular kit for level design in Maya
* Designed and built levels in Unity

# Game and Level Design skillset

|  |  |
| --- | --- |
| **Engines:** | **Tools:** |
| * Unity 3 and 4
 | * Autodesk Maya
 |
| * Unreal Development Kit
 | * Adobe Photoshop
 |
| * Creation Engine
 | * Microsoft Office
 |
|  | * Variety of diagram tools
* Version Control
 |

# Spoken Languages:

|  |  |
| --- | --- |
| * Native Dutch
* Fluent English
 |  |

# Interests and activities

**Community:** Offering feedback on visual art on the *Lunchcrunch* Facebook page

**Hobbies:** Armourer, jeweller, Dungeons & Dragons game master and game modding

**Games:** Exploration, adventure, first-person shooter, stealth, strategy and roleplaying games