Michiel Werring
Level Designer

Specialising in level design to create incredible content.

# Basic Information:

Date of Birth: 22-03-1992
Nationality: Dutch
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Portfolio: www.MichielWerring.com

# Education

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| 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, implemented and 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 arenas in Unity

# Computing Skills and Languages:

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| **Engines:** | **Miscellaneous:** |
| * Unity 3 and 4
 | * Autodesk Maya
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| * Unreal Development Kit
 | * Adobe Photoshop
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| * Creation Engine
 | * Microsoft Office
 |
|  | * Variety of diagram tools
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## Languages:

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| * Native Dutch
* Fluent English
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# 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