Michiel Werring
Level Designer

I am a design student keen for an internship in the field of game design. My intention is to become a specialist level designer.

# Basic Information:

Date of Birth: 22-03-1992
Nationality: Dutch
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Portfolio: Michielwerring.Weebly.com

# Education

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| 2011 - Present | 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 Game: Rollabout Music

School assignment that combines the Sphero 2.0 and Midi-Keyboards to introduce players to the piano in

a lightweight game inspired by Marble Madness (1984).

* Managed the game’s production and tweaking processes
* Designed and modelled its modular environmental components
* Designed movement and combat mechanics

## 2013-2014 Game: Balance in Everything

School assignment that we continued production on for the Imagine Cup. A casual exploration game intended for handheld with simple puzzles and large environments.

* Wrote dialogue and quests
* Designed and iterated the outline of the in-game world
* Bug tested the game

##  2013 Game: Tank Takeover

School assignment that we continued production on for the Indigo Roadshow at GDC. An arena, arcade game in which four players compete using tanks that dominate other tanks on hit.

* Co-authored game design document
* Designed the levels and game modes
* Bug tested the game

# Computing Skills and Languages:

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| --- | --- |
| **Engines:** | **Various:** |
| * Unity 3 and 4
 | * Windows Word
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| * Unreal Development Kit 3
 | * Adobe After Effects
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| * Creation Engine
 | * Variety of diagram tools
 |
|  | * Autodesk Maya
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## Languages:

|  |  |
| --- | --- |
| * 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 amateur swordsman.

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