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 |

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| Weighted Point Average: | 8.47 | Graduated with Distinction |
| Grade Point Average: | 3.74 |  |

# Working Experience:

## 2014-2015 Guerrilla Games Amsterdam

**Game: Horizon: Zero Dawn**

Single-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
* Designed and developed combat areas in Autodesk 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 Autodesk Maya
* Designed and built levels in Unity

# Game and Level Design skillset:

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| **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:

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| * Native Dutch * Fluent English |  |