

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: (EU) (+00 31) (0)6-1775 5989
Portfolio: www.MichielWerring.com

Education

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:

Engines:

- Unity 3 and 4
- Unreal Development Kit
- Creation Engine

Tools:

- Autodesk Maya
- Adobe Photoshop
- Microsoft Office
- Variety of diagram tools
- Version Control

Spoken Languages:

- Native Dutch
- Fluent English