

Michiel Werring

Level Designer/Scripter

Game Designer with a penchant for scripting, memorable worlds and solid gameplay.

Basic Information:

Date of Birth: 22-03-1992
Nationality: Dutch
E-Mail: Werring.Michiel@gmail.com
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
Grade Point Average: 3.74
Graduated with Distinction

Working Experience:

2018-Present Starbreeze Studios: Level Designer

OVERKILL's the Walking Dead

Content development for a four player co-op action FPS set in Washington D.C.

- Worked on multiple levels in all stages of production.
- Scripting gameplay from prototypes to overarching level script and moment-to-moment events.

2014-Present Team Side Project: Multiple roles

Lordbound

A large-scale Skyrim addition, adding new territories, lands, dungeons, cities, dialogue, quests and loot.

- Designed and implemented dungeons, open world and gameplay features.
- Implemented and managed in-game systems, version control & builds
- Performed as team- and world lead
- Trained members in our team

2016 Creative Assembly: Level Designer

Halo Wars 2

Content development for Halo Wars 2, a real-time strategy game for Xbox 1 and Windows 10

- Worked on multiple levels for single player, co-op and multiplayer in all stages of production
- Trained a level design trainee

2014-2015 Guerrilla Games Amsterdam: Level Design Trainee

Horizon: Zero Dawn

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

- Designed and developed combat areas in Autodesk Maya
- Co-designed the world encounter system
- Developed world encounters through all stages of development and maintained documentation.

Game and Level Design skillset:

Engines:

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

Tools:

- Autodesk Maya
- Adobe Photoshop
- Microsoft Office
- Variety of diagram tools
- Perforce/Tortoise SVN
- World Machine

Spoken Languages:

- Native Dutch
- Fluent English