

# Michiel Werring

## World Designer/Scripter

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

### Basic Information:

Date of Birth: 22-03-1992  
Nationality: Dutch

E-Mail: [Werring.Michiel@gmail.com](mailto:Werring.Michiel@gmail.com)  
Portfolio: [www.MichielWerring.com](http://www.MichielWerring.com)

### Education

2011 - 2015 | Bachelor Engineering in Game  
Architecture and Design

| NHTV University of Applied Science, Breda, the  
Netherlands

Weighted Point Average: 8.47  
Grade Point Average: 3.74

Graduated with Distinction

### Working Experience:

**2019-Present Coffee Stain North: Level Designer**  
**Unannounced Project**

**2018-2019 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 complete level script and moment-to-moment gameplay.
- Trained level designers

**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 level designers

**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 and Decima Engine
- 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