

# Michiel Werring

## Game/Level Designer

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Big on gameplay. Connecting Tech and Art.

### 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:

NHTV University of Applied Science Breda  
2011-2015  
Bachelor of Engineering:  
Game Design and Architecture

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

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### Game and Level Design Skillset:

#### Engines:

- Unreal Engine 4
- Creation Engine
- Decima Engine
- Unreal Development Kit
- Unity 3 and 4
- Various Proprietary Engines

#### Tools:

- Autodesk Maya
- Adobe Photoshop
- Variety of diagram tools
- Perforce/Tortoise SVN
- World Machine
- Microsoft Word
- Google Docs & Sheets

### Spoken Languages:

- Native Dutch
  - Fluent English
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### Working Experience:

**2020-Present**     **Coffee Stain Studios: World Designer**  
**Satisfactory**

Content development for a First-Person Open World Factory Building game set on an alien planet.

- World Design; Developing spaces for the purposes of exploration and factory building.
- Dungeon Design; Creating adventurous underground sequences to contrast with typical gameplay.

**2019-2020**     **Nixxes: Level Designer**  
**Marvel's Avengers**

Content Development for a four-player co-op action adventure game, in development with Crystal Dynamics.

- Visual Scripting; Created new mechanics and overhauled existing systems to work more reliably.
- Level Design; Implemented new levels using largely modular systems.

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

An unannounced game for which I did both level and tool design.

**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.
- Level Design; landscaping, environment art, combat pass, environmental storytelling & more
- 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.