

# Michiel Werring

## Level/Tech Designer

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Big on 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:

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
- Various Proprietary Engines

#### Tools:

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

### Spoken Languages:

- Native Dutch
- Fluent English

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### Working Experience:

**2022-present Arrowhead Game Studios: Lead Level Designer**

#### Unannounced Project

Leading a team of level designers.

- Reviewing and feedbacking content.
- Training & Supporting the team.
- Collaborating with other departments & production.

**2020-2022 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**

**Goat Simulator 3**

Content development for Goat Simulator 3 where I also created tools for Production and the Level Design team.

- Created Open World content.
- Created & tweaked mini-games.
- Created tools to visualise the progress & feedback inside the game editor.

**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
- Supported the Technical Design Team

**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.