

Midas de Laat

Level Designer

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Work Experience

PROFESSIONAL EXPERIENCE

JAN 2017 PRESENT	Level Designer , <i>Splash Damage</i> – Several Unannounced Projects, United Kingdom <ul style="list-style-type: none"> Design class-focussed and open world combat spaces within proprietary tools and UE4 Conceptualise, script and test gameplay prototypes Establish, document and improve Level Design processes where possible Provide gameplay feedback to peers and broader development team Work closely with Environment Artists & Coders to maintain alignment Communicate Level Design intentions to peers, clients and broader development team
JAN 2017 JULY 2016	Junior World Designer , <i>Guerrilla Games</i> – Horizon: Zero Dawn, The Netherlands <ul style="list-style-type: none"> Conceptualise, script and maintain world encounters throughout the open world Design and implement collectables Cross-department documentation, communication and presentation
SEP 2015 JAN 2016	Junior Designer & Assistant Producer , <i>Sassybot</i> – Fragments of Him, The Netherlands <ul style="list-style-type: none"> Implement gameplay logic by use of the in-house scripting tool Design & maintain user experience Manage Xbox One Certification

ADDITIONAL EXPERIENCE

MAY 2014 JAN 2018	Level Designer , <i>Druadach Valley (Skyrim Mod)</i> , The Netherlands <ul style="list-style-type: none"> Communicate and implement feedback both from designers and play-testers Create interior and exterior level spaces based on a narrative brief Create promotional trailers
U 2014 2015	Volunteer , <i>Casual Connect and Control Conference</i> , The Netherlands <ul style="list-style-type: none"> Direct attendees and assist speakers Promote University Projects
2011 2015	Shop Stocker , <i>Jumbo Supermarkten</i> , The Netherlands <ul style="list-style-type: none"> Trained newly hired employees Assisted manager Assist Customers
2010 2011	Video Editor (Freelance), <i>One Two Trio and Stichting Boel</i> , The Netherlands <ul style="list-style-type: none"> Create video concepts with clients Arranged location and equipment Edit footage into final product

Education

Sep 2012 Exp. 2016	Bachelor International Game Architecture & Design (graduated cum laude), <i>NHTV Breda University of Applied Sciences</i> , The Netherlands <ul style="list-style-type: none"> Specialised in Level Design
Sep 2007 June 2012	HAVO (secondary education) (graduated), <i>Jacob Roelandslyceum</i> , The Netherlands

Tools and Languages

Tools	Unreal 4, Source Engine, Unity, TortoiseSVN, Perforce, JIRA, Confluence, MS Office
Languages	Dutch: Native Speaker, English: Fluent

Interests and Hobbies

Movies/TV	John Wick, Inception, Altered Carbon, Band of Brothers, Forest Gump, Full Metal Jacket
Topics	Science, Psychology, Comedy, Nature
Games	Battlefield, Borderlands, World of Tanks, Dishonored, Portal, Half-Life 2, L4D2, RS: Vietnam