

Midas de Laat

Game and Level Designer

3 Haddington Road, BR1 5RG Bromley, United Kingdom - Dutch Nationality
+44(0)7 8276 49144 | Midasdelaat@outlook.com | Midasdelaat.com

Work Experience

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|------------------------|--|
| Jan 2017 Present | Junior Level Designer, <i>Splash Damage – Unannounced Wargaming Project</i>, United Kingdom <ul style="list-style-type: none"> Design 3D multipurpose level layouts Iterate the level design philosophy to fit a changing project vision Communicate and guide cross department teams |
| July 2016 Sept 2016 | Game/Level Design Trainee, <i>Guerrilla Games - Horizon Zero Dawn</i>, The Netherlands <ul style="list-style-type: none"> Conceptualise, script and deploy world encounters and NPC contextual speech Develop, design and deploy collectables Cross department documentation, communication and presentation |
| Jan 2016 July 2016 | Game/Level Design Intern, <i>Guerrilla Games - Horizon Zero Dawn</i>, The Netherlands <ul style="list-style-type: none"> Conceptualise, script and maintain world encounters Develop, design and deploy collectables Cross department documentation, communication and presentation |
| Sep 2015 Jan 2016 | Junior Designer & Assistant Producer, <i>Sassybot - Fragments of Him</i>, The Netherlands <ul style="list-style-type: none"> Content implementation Designing and maintaining user experience Managing Xbox One Certification |
| May 2014 Present | Level Designer, <i>Lordbound (Skyrim Mod)</i>, The Netherlands <ul style="list-style-type: none"> Communicated and implemented feedback both from designers and play-testers Created interior and exterior level spaces based on a narrative brief |
| Feb 2015 | Session Hall Volunteer, <i>Casual Connect</i>, The Netherlands <ul style="list-style-type: none"> Adjusted sound equipment Directed attendees Assisted speakers |
| 2011 2015 | Shop Stocker, <i>Super the Boer (2011-2012) - Jumbo Supermarkten (2012-2015)</i>, The Netherlands <ul style="list-style-type: none"> Trained newly hired employees Assisted manager Stocked shelves and assisted customers |
| 2010 2011 | Video Editor and Producer (Freelance), <i>One Two Trio and Stichting Boel</i>, The Netherlands <ul style="list-style-type: none"> Communicated with band members Arranged location and equipment Edited raw footage into final products |

Education

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| Sep 2012 July 2016 | BSc International Game Architecture & Design (graduated), NHTV Breda University of Applied Sciences, The Netherlands <ul style="list-style-type: none"> Specialised in level design with focus on first person shooter combat design Graduated with distinction in the field of open world side content development |
| Sep 2007 June 2012 | HAVO (secondary education) (graduated), Jacob Roelandslyceum, The Netherlands |

Skills and Languages

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| Advanced | Source Engine, Bigworld, Creation Kit, Unity3D, TortoiseSVN, Perforce, Hansoft |
| Proficient | C#, Autodesk Maya, Unreal 4, UDK, Decima |
| Dutch | Native Language |
| English | Professional Proficiency |

Interests and Hobbies

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| Movies | Thriller/Action (Inception, The Book of Eli, Forest Gump), Comedy (Monthy Python, Ace Ventura) |
| Research | Psychology, Game Design, Level Design, Game Production, Movie Production, Music Development |
| Games | Co-operative games (Portal, Borderlands), Open World (Horizon Zero Dawn, Skyrim) |