

# Gregor de Weger

Level Designer

## PROFILE

Creative, team minded and organized game developer with 5+ years of experience working on a variety of games in various engines. Passionate about innovative design, level design and scripting. Graduated Cum Laude from a Bachelor of Science in Game Design at Breda University.

Looking to leverage my design skills and experience to a multifaceted team and develop ambitious projects.

## EXPERIENCE

### Star Wars Outlaws

Level Designer – Ubisoft Massive  
March 2022 – Present  
Snowdrop Engine

### Unannounced project

Level & Game Designer at Warcave  
Feb 2021 – Present  
Unreal Engine 5 | PC, PS5, Xbox Series X

- Developed level whiteboxes and communicated with artists throughout the art pass to create a variety of levels and experiences.
- Work closely with other disciplines to establish and iterate on the game vision.
- Responsible for all levels and (technical) game design throughout the prototyping and vertical slice stages of development

### Black Legend

Intern Level & Game Designer at Warcave  
Jan 2021 – March 2021  
Unreal Engine | PC, PS4/5, Xbox Series S/X, Nintendo Switch

- Support and help design for a multi disciplinary team with their post launch updates leading to a significant increase in positive reviews.
- Improve level encounters by rebalance and add more variety to gameplay.

### P.A.I.N.T.

Technical Level & Game Designer  
Sept 2019 – July 2020  
Unreal Engine | PC & PS4 | 25 students | 32 weeks

- Created level concepts and developed them into a final product.
- Developed the core gameplay loop including integrating feedback from user testing.

## EDUCATION

2017 - 2021 **International Game Architecture & Design**  
Breda University of Applied Sciences  
Game Design & Production  
Honors: Cum Laude (GPA 3.8/4.0)

## CONTACT

### Phone:

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### Portfolio

Gregordeweger.com

### E-mail

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## LANGUAGES

English - Fluent  
Dutch – Native  
German – Basic  
Swedish - Basic

## SKILLS

- Whitebox level design
- Rapid prototyping
- Programming & visual scripting
- User feedback testing
- Public speaking
- Agile scrum
- 3D art
- Project management

## SOFTWARE

### Engines:

- Unreal engine 4 / 5
- Unity

### Project Management:

- Jira
- Trello
- HnP

### Version Control:

- Perforce
- Git

### Extra:

- Confluence
- Visual scripting / blueprinting
- C#
- Adobe Creative Cloud
- Blender
- Maya
- MS office
- Google Suite