

Gregor de Weger

Technical Level & Game Designer

PROFILE

As a fourth-year game design student at Breda University Of Applied Sciences (formerly known as NHTV) I have developed a passion for creating great games in big multi-disciplinary teams.

Throughout my years of experience, I have developed skills in level design, gameplay design, AI behavior, (visual) scripting, 3D art and more.

EXPERIENCE

Warcave

Intern Level & Game Designer

Unreal Engine | Jan 2021 – May 2021

- Prototyping the core loop of the game and technical systems in (visual) scripting.
- Creating level block outs and content creation pipeline.

Arma 3 mission

Technical Level & Game designer

May 2020 – November 2020

Arma Eden Editor | PC | Solo development

- Scripted combat encounters, animations and cutscenes to support a 30+ minute experience.
- Took a player agency focused approach to design and develop the mission where choices made have consequence.

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.

Lumberjacked

Level Designer & Producer

May 2019 – July 2019

Unreal Engine | PC | 27 students | 8 weeks

- Design and implementation of core gameplay features.
- Supported a multi disciplinary team of 27 to an award-winning title and showcase in the Epic student sizzle reel.

EDUCATION

2017 - Present **International Game Architecture & Design**
Breda University of Applied Sciences
Game Design & Production

2016 - 2017 **HBO - IT**
Hoge school Arnhem Nijmegen

- Database management with SQL
- Web development HTML, CSS & PHP

CONTACT

Portfolio

Gregordeweger.com

E-mail

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LANGUAGES

English - Fluent

Dutch - Native

SKILLS

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

SOFTWARE

Engines:

- Unreal engine 4
- Unity

Project Management:

- Jira
- Trello

Version Control:

- Perforce
- Git

Extra:

- Adobe Creative Cloud
- Blender
- Maya
- Unreal blueprinting
- C#