

Gregor de Weger

Level Designer

PROFILE

Creative, team minded and organized game developer with 4+ 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

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.

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 -
2021

International Game Architecture & Design

Breda University of Applied Sciences

Game Design & Production

Honors: Cum Laude (GPA 3.8/4.0)

CONTACT

Phone:

+31 6 34738041

Portfolio

Gregordeweger.com

E-mail

Gregordeweger@hotmail.nl

LANGUAGES

English - Fluent

Dutch – Native

German - 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:

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