Nick Knebel

Game and Level Designer

nick-knebel@hotmail.com
+44 (0)7432394442
Brighton, The United Kingdom
Dutch (native) – English (fluent)

Experience

2022 – Now

Splash Damage – Transformers: Reactivate!
Level & Mission Designer – Missions team
- Responsible for large features, missions pipeline structure & FTUE
- Mentoring & supporting junior team members.

2020 – 2022

Hangar 13(Take-Two Interactive/2K Games) – Unannounced
Level & Mission Designer – Missions team
- Designed, documented, prototyped & implemented missions throughout all the development phases for the next gen flagship project.

2019 - 2020

Paladin Studios (in collaboration with Nintendo) – Good Job!
Level Designer
- Was responsible for 3 levels from start to finish throughout all the different phases. Had full ownership and creative freedom as well the responsibility for the team, delivery and quality of the levels. Worked closely with the design director from Nintendo Japan.

2015 - 2017

MediaMonks – Various (award winning) projects
Junior Games Programmer
- Worked on apps (AR, GPS, VR and more) and games for Mobile devices, PC and web. Learned to implement and work with: (Google) analytics, Unity, and Unreal Engine. Worked on all projects from concept to shipping.

Game & Level Designer
- Provided creative direction and guidance/support to all team members.
- Responsible for the (system & game) design of games and apps alike.
- Level design, from concept phase to final polish, I worked on blocking-out, lighting, balancing, user-testing and quality assurance among others.

Basecamp Games – **Karmaflow: The rock-opera video game!**

Lead Game Designer

- Provided guidance with project direction and usability as well as rapid prototyping, lighting and optimization within the Unreal Engine. Next to that I was responsible for the core gameplay mechanics, narrative and flow of the game.

2013 - 2014

Triumph Studios – **Age of Wonders III**

Game & Level Designer

- Creating, presenting, documenting, implementing, scripting in LUA and testing of new content/features and tweaking of the existing ones from production to polish phase.

2013

Education

Hogeschool voor de Kunsten Utrecht – **Bachelor with Honours**

2010 - 2014

Game Design & Development

- Rapid prototyping using Unity3D and Unreal Engine.

NHTV Breda – **Propedeuse**

2009 - 2010

Game Architecture and Design

- C++ programming, DirectX and OpenGL

References

Jeroen Akershoek

Lead Foundation Programmer

Remedy Entertainment

+358 45 2259101