Nick Knebel

Expert Level Designer

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Brighton, The United Kingdom
Dutch (native) – English (fluent)



Experience

2024 – Now

People Can Fly – Gears of War: E-Day

Senior Level Designer – (Campaign) Missions team

- Responsible for a (massive) pivotal level within the campaign.
- Mentoring & supporting other team members + proactively improved communication between disciplines with release schedule in mind.

2022 – 2024

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

2013 - 2014

- 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.

Triumph Studios – Age of Wonders III

Game & Level Designer

2013

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

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
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