

# Nick Knebel

Game and Level Designer



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Loosdrecht, The Netherlands  
Dutch – English (fluent)

## Experience

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**MediaMonks – Various (award winning) projects**

*Junior Games Programmer*

- Worked on apps (AR, GPS, builds and more) and games for Mobile devices and web. Learned to implement and work with: (Google) analytics, Unity, and Unreal Engine. Worked on all projects from concept to shipping.

2015 - 2017

*Level & Game 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.

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

*Lead Game Designer*

- Provided guidance with blocking out, rapid prototyping, usability, 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

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**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

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

*Game Design & Development*

- Rapid (paper) prototyping using Unity3D and Unreal Engine.

2010 - 2014

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**NHTV Breda – Propedeuse**

*Game Architecture and Design*

- C++ programming, DirectX and OpenGL

2009 - 2010