

# Michael Howe

## Level Designer



## About Me

I am currently a Level Designer at Studio Gobo, working on the recently announced title, Lego Horizon Adventures. I am passionate about developing rich levels and worlds and expanding my skills in level design and narrative. In my free time I like to attend events such as Animex, Develop or EGX, I also like to create mods for games such as Elder Scrolls and Fallout to practice my craft. I believe in developing high quality experiences and strive to do this through teamwork and problem solving.

## Contact

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## Credits

LEGO HORIZON ADVENTURES  
Level Designer | *TBD 2024*

HYENAS  
Level Designer | *Cancelled*

THE DARK PICTURES: THE DEVIL IN ME  
Game Designer | *November 2022*

THE DARK PICTURES: HOUSE OF ASHES  
Game Designer | *October 2021*

THE DARK PICTURES: LITTLE HOPE  
Level Designer | *October 2020*

THE DARK PICTURES: MAN OF MEDAN  
Level Designer | *August 2019*

## Education

SHEFFIELD HALLAM UNIVERSITY  
MA Computer Games Design – Merit  
*September 2017 – September 2018*

TEESSIDE UNIVERSITY  
BA Computer Games Design – First Class (Honours)  
*September 2013 – June 2017*

## Achievements

GAME DEV HEROES AWARD – DESIGN – SHORTLIST  
*2024*

BAFTA | BAFTA CREW GAMES MEMBER  
*2021*

EXPOTEES AWARD – GAMES CONCEPT & DESIGN  
*May 2017*

## Experience

### Studio Gobo

Level Designer | *Jan 2024 – Present*

- Re-designing & building upon existing levels to fit within the projects new design pillars.
- Biome ownership, ensuring quality & parity through each milestone.
- Encounter design such as enemy AI markup & ingredient spawns.
- Designing simple level design focussed puzzles & encounters to encourage exploration & adventure.
- Aided in research & prototyping for future projects & pitches.

### Creative Assembly

Level Designer | *Sept 2021 – Dec 2023*

- Designing and developing PvPvE maps from 2D to deliverable quality, considering multiple playstyles, weapons & abilities.
- Designing PvE encounters, such as setting up & refining player detection ingredients & implementing AI markup & behaviours.
- Implementing systems such as events, resources, & security areas to support the game mode & encourage engagement.
- Utilise modular kit sets & Houdini to build gameplay spaces.
- Owned features from proposal stages to final completion.
- Aided in reworking & pushing level design pillars for HYENAS.

### Supermassive Games

Level/Cinematic Game Designer | *Aug 2018 – Sept 2021*

- Creation of levels & gameplay using the in-house storyboard tool to pre-vis the game from start to finish.
- Blocking out levels & gameplay, iterating upon them based on director & peer feedback.
- Create the moment-to-moment logic & flow for branching narrative games within Unreal Engine 4.
- Implementing & scripting cinematic sequences, balancing & adjusting the pacing.
- Onboarding & mentoring new starters & outsource/co-dev partners.

## Software Skills

- Unreal Engine 4 & 5
- Elder Scrolls V: Skyrim Creation Kit
- Fallout 4 Creation Kit
- Perforce
- 3DS Max
- Adobe Photoshop
- Adobe Premier Pro
- Microsoft Office Suite

## Professional Skills

- Dedicated passion for Level Design
- Committed to building fun & immersive experiences.
- Experience in all stages of the Level Design process.
- Enthusiastic about environmental storytelling through Level Design.
- Strong design documentation skills.
- Puts care & detail into my work.
- Quick to adapt & learn new skills.