

# Michael Howe





## Level Design



## About Me

I am currently a Level Designer at Creative Assembly, previously working on the recently cancelled title, Hyenas. 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 mod 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

- HYENAS**  
Level Designer | *Cancelled 2023*
- 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

- BAFTA | BAFTA CREW GAMES MEMBER**  
*2021*
- EXPOTEES AWARD – GAMES CONCEPT & DESIGN**  
*May 2017*

## Experience

### Creative Assembly

Level Designer | *Sept 2021 – Present*

- Designing and developing PvPvE maps from 2D to deliverable quality, taking into consideration multiple playstyles, gadgets and character weapons and abilities within Unreal Engine 4.
- Designing and balancing PvE encounters, including setting up and refining player detection ingredients and implementing enemy AI markup.
- Implementing systems such as events, resources, and security areas to support the game mode and encourage PvP and PvE engagement.
- Utilise modular kit sets and Houdini to build gameplay spaces.
- Lead and owned feature changes from proposal stages to final completion and maintain high levels of quality throughout.
- Aided in reworking and pushing level design pillars for HYENAS.

### Supermassive Games

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

- Creation of levels and gameplay using the in-house storyboard tool to pre-vis the game from start to finish.
- Blocking out levels and gameplay, iterating upon them based on director and peer feedback.
- Create the moment-to-moment logic and flow for branching narrative games within Unreal Engine 4.
- Implementing and scripting cinematic sequences, balancing and adjusting the pacing.
- Translating prototypes into game ready logic, implementing AI and game mechanics based on design documentation.

## Software Skills

- Unreal Engine 4
- 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 and immersive experiences.
- Experience in all stages of the Level Design process.
- Enthusiastic about environmental storytelling through Level Design.
- Strong design documentation skills.
- Puts care and detail into my work.
- Quick to adapt and learn new skills.