

Michael Howe


Level Designer



About Me

I am currently a Level Designer at Studio Gobo, working on an unannounced UE5 project, and previously Exodus and 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 | *November 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 | UE5 | *Jan 2024 – Present*

Unannounced UE5 Project – Co-Development Partner

- Level ownership, ensuring quality & parity through each milestone.
- Designing levels for a narrative driven first-person shooter.
- Design & Implementation of immersive sequences.
- Design & implementation of level ingredients & enemy encounters.

Exodus – Co-Development Partner

- Designing exploration & combat focussed dungeons from blackout to final release for a Sci-fi RPG.
- Design & implementation of level ingredients & enemy encounters throughout the level.
- Consideration & Implementation of narrative & role-playing systems.

Lego Horizon Adventures – Primary Developer

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

Creative Assembly

Level Designer | UE4 | *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.

Supermassive Games

Level/Cinematic Game Designer | UE4 | *Aug 2018 – Sept 2021*

- Concepting levels & gameplay utilising the in-house storyboard tool.
- Building levels and their associated content from concept to release.
- Developing the logic & flow for branching narrative games
- Implementation & scripting of cinematic sequences.
- Onboarding & mentoring new starters & outsource/co-dev partners.

Software Proficiency

- Unreal Engine 4 & 5
- Creation Kit
- JIRA
- Adobe Photoshop
- Microsoft Office
- Perforce

Professional Skills

- 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.