

Resume/CV

Personal

Full Name: Matthijs Leonard Meerman

Date of birth: 08-08-1985

Nationality: Dutch

Location: Leiden, Netherlands

Skills

Level editors: Unreal Editor, Hammer, Warcraft Editor

Graphic tools: 3d studio max, Photoshop, Mudbox

Level design skills: Concept and layout sketching, mockup building and blocking levels out in rough shapes, following gamedesign documents, optimization, levelflow, texturing, gameplay balancing, bugfixing, level and game documentation, scripting.

Documentation tools: MS word, MS powerpoint, MS Excel, Open Office.

Source control: Tortoise SVN.

Professional experience

Larian - Ketnet Kick 2, Belgium (2008) - Leveldesigner

Designed 80% of the levels of the final game, consisting of initial layout ideas and making playable mockup versions which were then passed to levelartists. I followed the gamedesign document which was already designed for the team.

Kamehan studios, Tactical Ops: Assault on Terror (2002) - Leveldesigner

Designed one level part of the final game, following my own leveldesign concepts. Worked with the Unreal Engine tools.

Education

Bachelor of Art & Technology (BAT), with honors. Utrecht School of Art, NL.

2005-2010

University Preparatory Education Program (VWO in dutch), DaVinci College in Leiden, NL.

Exam in English, Dutch, French, German, Math A1-2

1997-2003

Educational projects of significance

Grapplon Wii conceptual project for THX and BlueTongue (2008), Lead leveldesign & assistant gamedesigner. Our team was given the task to develop an original gameconcept for the Wii. THX and BlueTongue were very pleased with the result.

Research paper (2008) - 'Dynamic gameplay'. A paper describing several solutions to make a game fit different people with different playing styles.

Personal projects

Team fortress 2 map (2010) - Leveldesign - Developed a leveldesign concept and made into a beta version with the source engine tools from Valve.