NICK WITSEL - GAME DESIGNER & WRITER

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PUBLISHED TITLES: AFTER THE FALL

<u>HERALD</u>

ARIZONA SUNSHINE: DEAD MAN

REUS

SKYWORLD: KINGDOM BRAWL

EXPERIENCE

8/1/2018 TO PRESENT

Vertigo Games – After The Fall

Rotterdam, The Netherlands

GAME AND LEVEL DESIGNER

Currently at Vertigo Games working with a team of +50 personnel on After The Fall. Before the launch I was responsible for the enemy design, encounter design and level design. For post-launch content I mainly focused on the level design.

- Combat Design
- Enemy Design
- Level Design

9/1/2018 TO 3/1/2019

Vertigo Games - Kingdom Brawl

Rotterdam, The Netherlands

GAME DESIGNER

Did most of the design work for Skyworld: Kingdom Brawl, a competitive multiplayer VR RTS for Oculus Quest and PC.

- Game Design
- Project Management

6/1/2018 TO 8/1/2018

Vertigo Games - AS: Missile Base

Rotterdam, The Netherlands

LEVEL DESIGNER

Designed a zombie-themed Arizona Sunshine spin-off for VR Arcades around the world.

Level Design

3/1/2018 TO 5/25/2018

Vertigo Games – AS: Dead Man

Rotterdam, The Netherlands

LEVEL DESIGNER

Designed the Dead Man DLC for the popular VR zombie-shooter, Arizona Sunshine.

- Level Design
- Narrative Design
- Writing

7/1/2014 TO 3/1/2017

Wispfire – Herald (Freelance)

Utrecht, The Netherlands

NARRATIVE DESIGNER

Worked with a team of amazing writers to craft Herald, a story-driven point-and-click released on Steam. Also assisted with the marketing and creating marketing material.

- Interactive Dialogue Writing
- Narrative Design
- Trailer Editing
- Marketing

Freelancer – Various Amsterdam, The Netherlands

7/1/2014 TO 3/1/2018

GAME DESIGNER, WRITER AND PRODUCER

Worked on various applied games for clients ranging from small independent studios to non-profit organizations. Was also responsible for managing the budget and finances of my projects. Clients and projects include:

- YipYip An Interactive Story about Autism
- Penguin Motion VR Sports Adventure
- Unannounced Story-driven Mobile Game

8/1/2015 TO 8/1/2017

Split Collective – Lordbound

Amsterdam, The Netherlands

QUEST DESIGNER

Designed and implemented several quests for Lordbound, a community-driven mod for The Elder Scrolls V: Skyrim.

- Quest Design
- Scripting
- Creative Writing

1/14/2013 TO 5/20/2013

Abbey Games - Reus

Utrecht, The Netherlands

GAME DESIGNER

Worked on Reus, a 2D God Game in which you take control of nature through the hands of mighty giants. Released in 2013 for PC, Mac and Linux.

- Scripting
- Tutorial Design
- Game Design

EDUCATION

2010 TO 2014 University of the Arts Utrecht

Utrecht, The Netherlands

BACHERLOR IN GAME DESIGN AND DEVELOPMENT

Graduated with distinction.

FOR REFERENCES

ROY VAN DER SCHILDEN

Lead Writer and Co-Founder at Wispfire

roy@wispfire.com

ADRIAAN JANSEN

Creative Director and Co-Founder at Abbey Games adriaan@abbeygames.com

KEANO RAUBUN

Narrative Designer at Nixxes | Lead Quest Designer at Split Collective mail@keanoraubun.com