



Michael Woltmann

Level Designer

Creative, open minded, and detail oriented Game Designer with 4+ years of experiences working in the game development industry. Has worked within teams of varying size ranging from Run Games LLC (15-20) to Vicarious Visions (200+). Looking to craft something truly inspiring with other passionate people. Has a weird obsession with CRT Televisions, believes we should return to 480p with a 4:3 aspect ratio.

Contact

Phone

631-609-7804

Email

mikewolt8@gmail.com

Address

East Northport, NY

Website

mikewolt.com

Education

Champlain College

September 2017 - May 2021

Bachelors in Game Design

Technical Skills

- Unreal Engine 5
- Unity / C#
- Maya / Blender
- Adobe Photoshop
- Adobe Premiere
- Git / Version Control
- Jira
- Office Suite
- Hammer Editor

Soft Skills

- Documentation
- Interdisciplinary Communication
- Visual Design / Planning
- Agile Development
- Adaptability

Passions

- Language Learning
- 2D Animation
- Cooking
- Working Out / Soccer

Experience

Run Games LLC, Seattle WA July 2022 - May 2025

Football Heroes League (2025) - Game Designer

- Constructed 3D levels in support of matches with variable player count.
- Created alternative gamemodes in accordance with creative director's vision.
- Generated in-game economy and balanced player reward systems.
- Designed and balanced abilities for the first five playable characters.
- Crafted the daily and weekly player quest system to reward continuous play.

Unannounced AAA Adventure Game (2023-2024) - Level Designer

- Level Design Specialist supporting a major AAA contract.
- Designed levels and level mechanics to fit the creative director's vision.
- Collaborated with technical designers and engineers to create level objectives.
- Delivered animated level cinematics by collaborating with cinematic artists.
- Utilized Unreal Engine's sub-levels to organize level collision, art, audio, and lighting.
- Created enemy encounters for several difficulty levels, using a proprietary toolset.
- Designed and prototyped DLC level content.

Unannounced VR Adventure Game (2024) - Hero / Level Designer

- Designed and balanced character abilities in a proprietary engine.
- Balanced all gameplay elements to function between different platforms (VR & non-VR).
- Constructed 3D spaces for player combat, cooperative exploration, and social interaction.

Vicarious Visions, Albany NY June 2020 - August 2020

Tony Hawk Pro Skater 1 + 2 - Level Design Intern

- Conducted extensive QA testing on the "Create-a-Park" custom gamemode.
- Prototyped DLC multiplayer game modes using Unreal Blueprints.
- Prototyped several DLC levels for possible live ops support.
- Studied blueprinting standards from industry professionals.

theCoderSchool, Long Island NY April 2022 - July 2022

Private Unity Instructor

- Private Unity instructor for 1 on 1 review sessions with students.
- Accelerated students Unity projects with design feedback and critique.
- Created several template projects for the younger students to base their work from.
- Ensured every student passed the class with a fully playable demo of their game.

Game Builders Academy, Long Island NY April 2017 - July 2021

Game Design Teacher

- Created template project for VR Game Design Course (Quest 2).
- Wrote and instructed curriculum for the eSports and thoughtful gaming Course.
- Wrote and instructed curriculum for the Photoshop and Image Editing Course.
- Instructed 3D Modeling / Printing Course (Cinema4D/TinkerCAD).

The Biggest Slice, NYC May 2022 - Present

Unnamed Top Down Roguelike Game - Creative Lead

- Developing a top down roguelike game for PC with deck building elements.
- Leading a team of 4 developers in development using Unity (2021.3.34f1).