

Daniel Merboth

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www.danmerboth.com

- Objective** To obtain a position as a level designer at a video game company.
- Education** Rochester Institute of Technology, Rochester NY
BS in Information Technology 2006 - 2011
Minor in Communications
- Employment** Senior Designer, Raven Software
Madison, Wisconsin
February 2019 - Present
Designer from March 2015 - February 2019
Associate Designer from February 2012 - March 2015
Design Intern from August 2011 - February 2012
- Working as a part of a highly motivated team dedicated to creating multiplayer levels for a next gen first person shooter.
 - Responsible for taking concepts/designs and translating them into playable levels.
 - Collaborated with other level designers in the company through daily playtests to polish and refine new levels.
- Skills** *Level Design Programs:* Radiant, Hammer, Unreal
Prog/Markup Languages: Java, Python, Bash, PHP, HTML, CSS
- Portfolio** www.danmerboth.com