

Dan Merboth

dan@danmerboth.com

www.danmerboth.com

Objective

To obtain a position as a level designer at a video game company.

Employment

Senior Level Designer, Respawn Entertainment
Madison, Wisconsin
February 2023 - Present

Expert Level Designer, Raven Software
Madison, Wisconsin
March 2022 - February 2023

Senior Designer from February 2019 - March 2022

Designer from March 2015 - February 2019

Associate Designer from February 2012 - March 2015

Design Intern from August 2011 - February 2012

Education

Rochester Institute of Technology, Rochester NY
BS in Information Technology 2006 - 2011
Minor in Communications

Skills

Level Design Programs: Radiant, Hammer, Unreal
Prog/Markup Languages: Java, Python, Bash, PHP, HTML, CSS

Portfolio

www.danmerboth.com