

# P MICHAEL NORRIS



## Level Designer & World Builder

QR for online portfolio

## Skills



### Design & Implementation

- World Design + Layout
- Mission & Encounter Design
- Puzzle & Traversal Design
- Social Hub + NPC Design
- Narrative Spaces + Objectives

### Collaboration & Optimization

- Environmental Storytelling + PCG
- 3D Modeling + Blockouts
- Visual Scripting + Prototyping
- Level Design + Integration
- Cross-Disciplinary Collaboration
- Optimization + Iteration

## Awards

- Immersive Reality Technical Achievement | D.I.C.E. 2022
- Immersive Reality Game of the Year | D.I.C.E. 2022

## Profile

Experienced level designer with expertise in world-building and mission design. I specialize in crafting immersive environments and compelling objectives, refining gameplay through iteration and collaboration. With a background in VR, PC, console, and mobile, I focus on designing engaging spaces that support player agency, narrative, and gameplay flow while thriving in cross-disciplinary development teams.

## Industry Experience

2023 - 2024

Meta



### Senior Level Designer

- Key contributor to mission and level design, balancing gameplay pillars for SP and co-op in UE5
- Designed and implemented social hubs for player interaction between missions
- Scripted encounters and prototyped level mechanics
- Developed blockout kits

2018 - 2023

READY AT DAWN

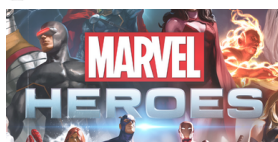


### Level Designer

- Key contributor to world map design, layout, and narrative themes
- Led multidisciplinary pods in designing key levels
- Balanced gameplay and visuals to create an immersive space fantasy, focusing on onboarding and VR comfort
- Scripted puzzles, enemy encounters, and NPC nav

2012 - 2017

gazillion



### Mission Designer

- Key contributor to story mission design, including objectives, dialogue, rewards, and encounter pacing
- Point person for encounter design and world population, ensuring balanced and engaging zones



- Led endgame mission design, including daily missions and raids, for high-level players
- Maintained design documentation and roadmaps, ensuring team alignment and progress tracking

2011 - 2012

NCSOFT



### World Designer

- Key contributor to zone development in collaboration with Artists and Design Leads
- Designed enemy encounters, public events, NPCs, and quests to support player storylines
- Balanced mission flow and world population to enhance engagement across solo and group play



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