

P MICHAEL NORRIS



Senior Level & Mission Designer

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 Game Designer specializing in worldbuilding, mission design, and level design across VR, PC, console, and mobile platforms. Skilled in developing immersive environments, gameplay objectives, and mechanics through iteration and collaboration with cross-functional teams. Proven ability to create player-focused spaces that integrate narrative, enhance player agency, and maintain strong gameplay flow.

Industry Experience

2025 - Present



Senior Level Designer

- Design modular RNG-driven rooms in for Nightmare Kitchen, a co-op FPS
- Design puzzles, minigames, and encounters for both solo and co-op play
- Create blockouts of playspaces to test and refine layouts and player flow

2023 - 2024



Senior Level Designer

- Designed missions, systems, and social hub for a co-op, non-combat VR title.
- Scripted player interactions, encounters, and puzzles in UE5 Blueprints.
- Built modular blockout kits in Maya for design-wide use.
- Balanced player flow, co-op pacing, and emotional tone.

2018 - 2023

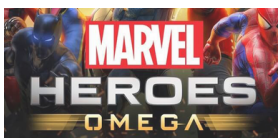
READY AT DAWN.



Level Designer

- Led level pods to build explorable environments and narrative spaces.
- Designed onboarding and traversal with VR comfort as a priority.
- Scripted puzzles and environmental storytelling.
- Balanced world layout to support player choice and pacing.

2012 - 2017



Mission Designer

- Designed raids, daily content, and world zones for this live MMO.
- Focused on player engagement through non-linear mission flow.
- Owned encounter pacing, public events, and zone population.
- Collaborated with narrative to deliver meaningful story-driven missions.



michaelspiral@gmail



925.724.4730