

P MICHAEL NORRIS



Senior Level & Mission Designer

QR for online portfolio

Skills



Worldbuilding & Layout

- Modular Worldbuilding
- Greyboxing & Blockout Kits (Maya, 3DS Max)
- Puzzle and Traversal Mechanics
- Environmental Storytelling
- Procedural Content Integration (PCG)
- Scenario & Mission Design
- Narrative Objectives
- Social Hub Design & NPC Behavior

Gameplay & Scripting

- Systems Prototyping & Gameplay Integration
- Visual Scripting: Unreal Blueprints
- Optimization & Iterative Playtesting

Workflow & Collaboration

- Leading Pods and Strike Teams
- Cross-Disciplinary Team Collaboration
- Confluence-Based Documentation

Awards

D.I.C.E. Awards 2022

- Immersive Reality Technical Achievement – Lone Echo II
- Immersive Reality Game of the Year – Lone Echo II

Profile

Experienced game designer specializing in worldbuilding, mission design, and level design for VR, PC, console, and mobile platforms. Skilled in creating immersive environments, engaging gameplay objectives, and iterative gameplay refinement through collaboration with cross-disciplinary teams. Proven ability to design player-centric spaces that support narrative integration, player agency, and gameplay flow.

Industry Experience

2023 - 2024

Meta



Senior Level Designer

- Designed missions balancing narrative and combat for single-player and co-op in Unreal Engine 5
- Created and implemented social hubs for player interaction
- Scripted enemy encounters and prototyped level mechanics using Blueprints
- Developed modular blockout kits in Maya

2018 - 2023

READY AT DAWN

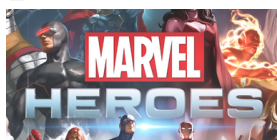


Level Designer

- Contributed to world map layout and narrative themes for Lone Echo II
- Led multidisciplinary pods to design key levels balancing gameplay and visuals
- Focused on VR onboarding and player comfort to enhance immersion
- Scripted puzzles, encounters, and NPC navigation

2012 - 2017

gazillion



Mission Designer

- Designed story missions, objectives, dialogue, rewards, and pacing for Marvel Heroes
- Led encounter design and managed world population for engaging zones
- Created endgame missions, raids, and daily content for high-level players
- Maintained design documentation and roadmaps to align the team

2011 - 2012

NCSOFT



World Designer

- Developed zones in collaboration with artists and design leads for City of Heroes
- Designed enemy encounters, public events, NPCs, and quests to support player stories
- Balanced mission flow and world population for solo and group play engagement



michaelspiral@gmail.com



925.724.4730