Morphweasel.com
Portfolio of Daniël Wewerinke

Personal information

Name: Daniël Wewerinke (he/him)
E-mail: daniel@morphweasel.com
Portfolio: morphweasel.com
LinkedIn: linkedin.com/in/morphweasel/

Professional title: Bachelor of Art and Technology (B AT)
Date of birth: 30-06-1990
Place of birth: Rotterdam
Nationolity: Dutch
Driver's license: Yes

Education

2010 - 2015

Art & Technology
Saxion University of Applied Sciences NL

Diploma gives entry to a master study.
Domain: Edutainment (specialisation in game design,
2D and 3D art, animation and interactive storytelling)

2003 - 2009

Pre-University Education — Science profile
Carmel College Emmen NL

Diploma gives entry to the university.
Subjects: Dutch, English, French, German, Mathematics,
Physics, Science, General Science, Drawing, History,
View of Life, Physical Education.

Employment

2018 - present
April

Senior Level Designer
Guerrilla Games
World design on Horizon Forbidden West (PS4, PS5)
World design on the Burning Shores DLC (PS5)
World design on an unannounced Horizon online project

2016 - 2018
November   April

Game Designer / Artist
Kucheza
Game design, art and production on a serious game (PC, mobile)

2016 - 2016
January   October

Junior Game and Level Designer
Guerrilla Games
World design on Horizon Zero Dawn (PS4)

2015 - 2015
September   November

Game Design Teacher
Saxion Univerity of Applied Sciences
Courses game design and 2D animation

2015 - 2015
February   September

Junior Level Designer
Digital Dreams
Game and level design on Metrico+ (PS4/XOne/PC)
and on an unannounced project

2013 - 2013
February   July

2D Artist / Animation Intern
T-Xchange serious games
Vector art and animations for the CODE game suite (PC)

Employment (continued)

2013 - 2015
January — April
Freelance camera operator
FarmaActueel.nl

2012 - 2015
February — December
Freelance game journalist
InsideGamer.nl

2011 - 2015
October — September
Multimedia editor
Saxion ICT & Education
Interactive iBook and weblecture creation.

Independant games

2020 - present
September
Game Designer
The Village Above (working title)
Unannounced story- and audio-driven card game

2016 - 2022
January — December
Game Designer
"Team String Theory"
Two String Theory webgames (1M+ plays online)
and an unannounced mobile game.

Public speaking experience

- GDC 2024 (60mins talk on radial puzzle design)
- Devcom 2024 (60mins talk on radial puzzle design)
- Dutch Game Day 2024 (40mins talk on radial puzzle design)
- Reality Check Festival 2022 (60mins talk on open world design)

Qualifications

Game design
- Decima Engine
- Unity3D
- Unreal Engine
- Adobe Flash
- Twine/Tweego

2D
- Adobe Photoshop
- Adobe Illustrator

3D
- Autodesk Maya
- Autodesk 3ds Max
- Pixologic Zbrush

Video editing
- Adobe After Effects
- Adobe Premiere Pro

Programming
- Visual Scripting
- C#
- JavaScript
- ActionScript
- SugarCube
- HTML/CSS

Version Control
- GIT/SourceTree
- Perforce

Producion/Scrum
- JIRA
- MS VSTS
- Hansoft

Misc.
- Miro
- Visual Studio
- Apple Logic Pro
- MS Office

Languages
- Dutch (native)
- English (fluent)
- German (fair)

Other experience

Participated and hosted several gamejams, including:
- Ludum Dare 35 (2016)
- Global Game Jams 2013-2015 (Saxion, Enschede)
- Summer Game Dev 2012 (Dutch Game Garden, Utrecht)

Attended various game conferences/events, including:
- Gamescom 2011-2013, 2025 (visitor) and 2015 (exhibitor), 2017 (business)
- Unite Europe 2015
- FMX Festival 2014
- Control Conference 2013-2015, 2017
- Indievelopment 2014-2015
- Playgrounds Festival 2013-2014
- Indigo 2012-2015