



Personal information

Name: Daniël Wewerinke
Adress: Driebergseweg 13
3708JA Zeist
The Netherlands
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
Nationality: Dutch
Pronouns: He/him


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
Game and Level Designer
Guerrilla Games
World design on Horizon Forbidden West (PS4, PS5)



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 University 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)


2013 - 2015
January April
Freelance camera operator
FarmaActueel.nl


(continued on next page)



Employment (continued)

2012 - 2015
February December

Freelance game journalist
InsideGamer.nl



2011 - 2015
October September

Multimedia editor
Saxion ICT & Education
Interactive iBook and weblecture creation.



Independent games

2016 - present
January

Game Designer
"Team String Theory"
Two String Theory webgames (1M+ plays online)
and an unannounced game for mobile.

2020 - present
September

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

Experience

Game conferences/events:

- Gamescom 2011-2013 (visitor) and 2015 (exhibitor), 2017 (business)
- Unite Europe 2015
- FMX Festival 2014
- Control Conference 2013-2015 and 2017
- Indievelopment 2014-2015
- Playgrounds Festival 2013-2014
- Indigo 2012-2015

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)

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

Production/Scrum

- JIRA
- MS VSTS
- Hansoft

Misc.

- Visual Studio
- Apple Logic Pro
- MS Office

Languages

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

References

Guerrilla Games

Floris Kooij

Lead World Designer

Phone: +31 (0)20 427 2277

E-mail: floris.kooij@guerrilla-games.com

Digital Dreams

Thijmen Bink

CEO/Tech Director

Phone: +31 (6) 81 72 52 96

E-mail: thijmen@digitaldreamsgames.com