

Morten Hedegren

Level Designer

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Profile

I am a Danish Level Designer with 4 shipped AAA titles and over 9 years of professional experience. Being an avid gamer for most of my life with a creative drive from an early age, game development felt like a perfect fit for me. Taking my first game development steps in the mod community of Half-Life, I had to teach myself the required skills, always adapting to the challenges that constantly arose, while serving as both an artist and a designer. With heavy competition from other level designers, it was the perfect proving ground to improve and sharpen my skills.

Eventually becoming a professional, I now thrive in creative environments where teamwork and passion are valued, still challenging myself to keep improving on my own skills and on those I work with to be amongst the best in the business.

Skills and Competencies

- Experienced in creating fun and exciting levels for both multiplayer and singleplayer games.
- Strong understanding of what makes great levels and gameplay spaces flow and how to best execute levels with a game's strengths and mechanics in mind.
- Highly self motivated and able to work well and focused under pressure.
- Being the owner of a level; organizing, problem solving and collaborating together with a team in delivering on milestones.
- Delivering levels through the various stages of development; from early concept to shippable status.

Professional Experience

Brain+ (www.brain-plus.com)

February 2014 - Present

Brain+ (iOS app)

Senior Game Designer

My responsibilities include designing new brain training games, designing a vibrant and exciting metagame, balancing and tweaking existing games by collaborating with university researchers to prove and hone their effectiveness through studies, as well as generally improving the overall quality of the app.

Playdead (www.limbogame.org)

August 2013 - November 2013

Unannounced Project (Aug 2013 - Nov 2013)

Gameplay Designer

I rapidly prototyped new gameplay scenarios, iterated on existing areas and conceptualized new potential mechanics. Mocked up geometry and visual scripted in Unity with additional coding, animation and effects support.

Io Interactive (www.ioi.dk)

March 2004 - July 2013

Unannounced Project (Sep 2012-July 2013)

Senior Level Designer

An unannounced game where I conceptualized and designed new levels and prototyped new gameplay ideas.

Hitman: Absolution (Oct 2010-Sep 2012)

Level Designer

My work on Absolution consisted of designing and working on levels from early concept to shippable quality, as well as reworking old levels. To work together with artists, coders, writers, sound designers and animators to create a living breathing world with fun gameplay, following the direction given by the Game Directors.

A large portion of my work was done in visual scripting, from triggering minor events to scripting advanced logic systems. Tasks also included things such as collaborating with artists to create visually pleasing and well playing levels, setting up NPC patrols, setting up character sequences by working together with animators and sound designers, following playtests and using them to figure out potential problems and improving the levels, as well as general maintenance such as making sure collision, covers, pathfinder and NPCs functioned properly. (Released on Xbox 360, PS3, PC)

Unannounced Project (Mar 2010 - Oct 2010)

Level Designer

An unannounced game where I designed a wide range of platforming and puzzle levels.

Kane & Lynch 2: Dog Days (Dec 2007 - Mar 2010)

Level Designer

I worked as a Level Designer on the critically acclaimed multiplayer portion of the game (Fragile Alliance), where I was also heavily involved in many game design aspects. I created 4 levels from concept stage to shippable quality and ended up with 5 levels under my responsibility. I acted as sort of a producer on the levels, making sure I got the resources necessary to make levels work. Additionally I was heavily involved in balancing the multiplayer side of the game's mechanics, and also went to E3 2010 where I helped showcase the game in our booth. (Released on Xbox 360, PS3, PC)

Kane & Lynch: Dead Men (Mar 2004 - Dec 2007)

Level Designer and Environment Artist

I worked as an Environment Artist early in development with much of my art work making it into the final game. However for the majority of the development I worked as Level Designer, responsible for the tutorial level and the entire Cuba chapter of the game. As a Level Designer I designed the levels from scratch, did the setup and scripting, and kind of acted as a producer on the level, making sure I got the necessary assets and code to deliver the level. Afterwards I worked on a multiplayer level for the DLC. (Released on Xbox 360, PS3 and PC)

Hitman: Blood Money (May 2005 - Oct 2005)

Level Designer and Environment Artist

I worked on the White House level, where my tasks were to redesign the entire West Wing, modelling the new architecture and optimizing existing assets for the PS2 as well as creating new ones from scratch. Though I designed an overall vision of the gameplay in the West Wing, the job of scripting the AI in the level was not done by me. (Released on Xbox 360, Xbox, PS2 and PC)

Mod Experience

Various Half-Life and Unreal mods (2000-Mar 2004)

Level Designer and Environment Artist

Starting out by making a series of single player levels for Half-Life, I quickly moved over to Half-Life's multiplayer and eventually to creating levels for Counter-Strike. An incredibly productive time, between 2000 and 2003 I created and finished around 20 levels for Half-Life and 5 for Unreal Tournament. Many of my Half-Life maps were for other mods, such as Counter-Strike, Day of Defeat and Natural Selection, as well as The Specialists where I had 2 maps officially included in releases.

Technical Expertise

Engine Experience

- Glacier 2 (Expert)
- Glacier 1 (Expert)
- Source Engine (Advanced)
- Unity (Advanced)
- Unreal Engine (Intermediate)
- Half-Life (Original) Engine (Expert)
- Max Payne Engine (Intermediate)

Software Experience

- Autodesk 3ds Max (Expert)
- Adobe Photoshop (Advanced)

Education

Birkerød Gymnasium (2001-2003)

Additional Information

Date of birth: November 11th 1984

Nationality: Danish

Languages: English (fluent), Danish (first language)

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Pixel avatar created by Mads Herman Johansen