

# MIRIAM KATZ

## GAME DESIGNER

### ABOUT ME

I'm a game designer with a background in level design. I want to work with other designers that share my passion for creating compelling experiences in a driven and social environment.

### EDUCATION

#### The Game Assembly

Level Design 2021- Present

- Collaborated with other disciplines to design and create a diverse range of game levels.
- Improved my communication skills by giving and receiving constructive feedback during critiques and design reviews.
- Practice Agile work methods and to work under tight deadlines
- Developed deep troubleshooting skills allowing for practical and efficient handling of design challenges.
- Acquired and applied a vast array of level design techniques leading to significant improvements in level design quality

#### Stockholms Universitet

English 1 2019/01 - 2019/08

- In- Depth look at English grammar.
- Reading Literature
- Linguistics
- Academic Reading and Writing

### EXPERIENCE

The Gang 2023/08 - 2024/05

Game Design Intern

- Write GDDs and LDDs to communicate game structures and ideas to other disciplines.
- Create pitches for internal use within the company and help assemble material for the client side.
- Researching popular game trends for target demographics and utilize them for our own projects.

Makoto Bento

Kitchen and server staff 2017/08 - 2017/10

- Customer Service
- Working in the kitchen
- Communicating with logistic companies and booking orders
- Waiting tables



### MY CONTACT



+46764056220



katz.l.c.miriam@gmail.com

### Portfolio

<https://www.miriamkatz.net/>

### Adress

Fredsgatan 9b, 172 33

### Skills

Unreal engine

Unity

Visual Scripting

SCRUM

Blender

Da Vinci Resolve

Photoshop

Perforce

GDD

### Languages

Swedish - Native

English - Fluent

French - Beginner

Japanese - Beginner

### Other Merits

Created 7 games in teams at TGA as a level designer.

Took part in

Avalanche Studios

"Next Face" project.