

Morten Hedegren

Level Designer

themazy@gmail.com

www.mazy.net

Profile

I am a Danish Level Designer with 3 shipped titles and over 7 years of professional experience. An avid gamer for most of my life with a creative drive from an early age, I fell into game development quite naturally. Taking my first game development baby 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 designer. With competition fierce 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 around me to be amongst the best in the business.

Skills and Competencies

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

Professional Experience

Io Interactive (www.ioi.dk)

March 2004 - Present

Hitman: Absolution (Oct 2010-Present)

Level Designer

I'm currently working on the latest game in the Hitman series. My responsibilities so far have been to mock up levels based on the story, translating that into compelling gameplay, collaborating with the team to form a more fully fleshed out vision for each level, implementing it by setting up and scripting characters and events.

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 - Sep 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 (2000-2003)

Level Designer and Environment Artist

Starting out by making a series of singleplayer 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 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.

Engine Experience

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

Software Experience

- 3D Studio 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)

Phone number: (+45) 23480353