



Milas Norman

Level & Narrative Designer

Personal info

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 Hesseløgade 56, 2100
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 [Portfolio link](#)

Competences

Quick to learn game engines:

- ✓ Unreal Engine 5 | 3 years' experience
- ✓ Unity | 6 years' experience

Level Design:

- ✓ Composition for coherence in gameplay and environment
- ✓ Great with light compositions
- ✓ Visual Scripting for gameplay events or other
- ✓ Environmental storytelling
- ✓ Greybox and final models in Blender
- ✓ Great team coordination to ensure all components that converge in level design is up to standard
- ✓ Experienced with having a Birdseye view of the whole and making it all come together coherently and meaningfully

Narrative:

- ✓ Dialogue and script writing
- ✓ Cutscene editing and design
- ✓ Narrative structure planning
- ✓ Great Birdseye view with focus on efficiency and scope
- ✓ Great at directing a team to tell the story in all aspects
- ✓ Voice acting direction

Other:

- ✓ 3D structural models in Blender
- ✓ Art direction experience
- ✓ Lead role experience
- ✓ 2D pixel art and animations
- ✓ Great at managing my own goals and schedule
- ✓ Strong team spirit. I care a lot about people around me.

Languages:

- ✓ English
- ✓ Danish

Overview

Specialized Level Designer and Narrative Designer with a lot of experience in creating atmospheric, immersive and emotional video game experiences. 1 year of experience in the industry and many years' experiences in the Danish video game landscape through schoolwork, DADIU, game jams, networking event, showcases of my own games and one experience with my own talk. I also manage my own project, The Villa Machine, a 2D point and click mystery game with branching dialogue and choices.

Professional experience

Intern, Bitfire Games, København

March 2023 – June 2023

Unreal Engine 5 Developer, Bitfire Games, "Darkswarm", København

June 2023 – November 2023

- Worked on *Darkswarm*, a top-down twin stick shooter with procedural levels.
- Extensive experience with teamwork in Unreal Engine 5's editor, including Blueprint
- Level Design using the Dungeon Architect plugin for procedural generated content with focus on replay ability and varied mission structures made with Blueprint
- Environmental set dressing of each module in the pool for procedural generation
- Designed different mission structures' functionality in Blueprint
- Co-wrote Game Design and Narrative Design document
- Close work with Art Director, 3D artist and Game Designer for visual and narrative coherence

Education

Bachelor's in visual- and Game interaction design, The Royal Danish Academy
September 2019 – June 2023

- Bachelor project made in Unreal Engine 5
- A lot of experience in teamwork dynamics and some leadership roles

Master of Arts in Visual Media and Game design, The Royal Danish Academy
September 2023 – June 2025

- Master thesis, *Muddy Hearts*, made in Unreal Engine 5, inspired by Inside
- Level Designer and Narrative Designer for Bloom, DADIU

Other

Single Indie game developer, "The Villa Machine"

September 2020 – Current

- My own full game project, made in my spare time during the academy
- Dialogue and branching narratives
- Made in the Unity Engine with Visual scripting
- Composition, spatiality and atmospheric visual that evoke strong emotional response
- 2D pixel art and animation

Published "Let the Players Go!", Academic Article based on Bachelor Project, HCI
September 2023

- About facilitating autonomy without UI, substituting negative handholding with diegetic and readable game and level design
- Presented at the Bella Center

References

Alessandro Canossa
Professor and co-writer for "Let the Players Go!"
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Hans Oxmond
CEO at Bitfire Games
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