



Matthias **Niedertscheider**

Level Designer

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- 📍 Vienna - Austria

Software Skills

- Unity, Unreal Engine
- C#, Blueprint Scripting
- Blender, Procreate
- Jira, Perforce

Languages

- German (native)
- English (fluent)
- Spanish (basic)

Interests

- Videogames
- Writing
- Cooking Ramen
- Brewing Coffee
- Archery
- Cardgames

Work Experience

Junior Level Designer

at Pow Wow Entertainment

April 2023 – Now

- Conceptualizing and designing Levels
- Blockout Levels in Unreal Engine
- Setting up Level Settings and Triggers
- Set Dressing and Lighting
- Designing new Game Modes
- Writing Game Design documents
- Creating map Intro Cinematics

Level Design Intern

at Pow Wow Entertainment

February 2023 – March 2023

- Conceptualizing and designing Levels
- Blockout Levels in Unreal Engine
- Setting up Level Settings and Triggers
- Polishing levels

Game Design / Level Design Intern

at Pow Wow Entertainment

July 2022 – September 2022

- Polishing Levels
- Testing and Feedback documentation
- Writing Level Design proposals

Education

Interactive Media and Games Business

Bachelorsdegree UAS BFI Vienna

September 2020 – July 2023

- Video Game Projectmanagement
- Interactive Media Economics
- Game, Level and Narrative Design
- Degree: Bachelor of Arts in Business

Personal Projects

“A Walk to the Bus” / 3D narrative Puzzle Game

iLRN Fuser Game Jam

March 2021

- Game, Level and Narrative Design
- Won “Best Game” and “Best Design” Awards

“Hack’n Go” / 2D stealth Puzzle Game Prototype

Live Pitch of Austrian Games

October 2021

- Game, Level and Puzzle Design
- Top 5 finalist with Live Pitch

“CEREGOR” / High Fantasy Novel

NiasWritings

November 2017

- Self published book, 520 pages