

**Daniel Merboth**

(908)-884-7926

[dan@danmerboth.com](mailto:dan@danmerboth.com)

[www.danmerboth.com](http://www.danmerboth.com)

- Objective** To obtain a position as a level designer at a video game company.
- Education** Rochester Institute of Technology, Rochester NY  
BS in Information Technology 2006 - 2011  
Minor in Communications
- Employment** Raven Software  
Madison WI: August 2011 – Present  
Level Designer
- Working as a part of a highly motivated team dedicated to creating multiplayer levels for a next gen first person shooter.
  - Responsible for taking concepts/designs and translating them into playable levels.
  - Collaborated with other level designers in the company through daily playtests to polish and refine new levels.
- Skills** *Level Design Programs:* Hammer, Radiant  
*Design Programs:* Adobe CS, Microsoft Office  
*Other:* Perforce  
*Prog/Markup Languages:* Java, Python, Bash, PHP, HTML, CSS
- Portfolio** [www.danmerboth.com](http://www.danmerboth.com)
- Accomplishments** -Contributed art assets for the Team Fortress 2 level 'cp\_steel'.  
-Closed Beta tested the Left 4 Dead 1 and 2 Authoring Tools for Valve Software.