



# RICHARD VAN WERKHOVEN

Ambitious and passionate game designer with over 19 years of professional development experience and 38+ years immersed in gaming. My expertise lies in shaping immersive gameplay and crafting fun and dynamic mechanics through collaborative teamwork. Bring conceptual worlds to life, while designing intuitive and challenging experiences that engage and immerse players

When designing game worlds, I focus on a player-first approach, ensuring interactions are intuitive and rewarding. My goal is to create immersive, gameplay and narrative driven experiences that evoke excitement and fulfillment. Whether balancing mechanics, environments, or crafting memorable spaces, I aim to fully engage and immerse players

## GAME & LEVEL DESIGNER

1980

CREATED IN

SHANGHAI

CHINA

LOCATION

DUTCH

ORIGIN

19 YEARS +  
PROFESSIONAL EXPERIENCE

10+  
GAMES WORKED ON

### EXPERIENCE

### EXPERIENCE



2012 - Current

Senior Level Designer at Ubisoft Shanghai



**The Division 2** PlayStation 4/5, Xbox One, PC and more

[GAME TRAILER](#)

#### Lost in Paradise Incursion

Responsible for the Estate Garden as introduction and setting the tone of challenge for this hardcore end game mode. Players need to try pushing through several enemy defense lines and figuring out way of taking down the 2 turrets behind the defense wall while being constantly targeted by deadly mortar fire attacks.



**Far Cry 6 - Vaas Insanity (2021)** PlayStation 4/5, Xbox One, PC and more

[GAME TRAILER](#)

#### Open World Design, Multiple Levels & Missions

Responsible for significant part of the mindfuck direction and experience of the world. Missions as The Medusa Ship inside the Volcano, ('Radio Play') The Multistage Citra Temple Boss fight ('Birth Right'), the complete Open World design & experience, The world change state on the Key piece collection and much more...

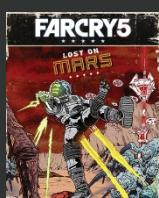


**Far Cry New Dawn (2019)** Playstation 4, Xbox One, PC

[GAME TRAILER](#)

#### Expedition mission: H.M.S MacCoubrey

Responsible for the expedition mission of the aircraft carrier, which is part of a series of repayable closed-world adventures at unique locations. Players need to Infiltrate an Aircraft Carrier to locate and steal of rare loot, evacuate to one of the extractions points and hold their ground until the helicopter arrives



**Far Cry 5 Lost on Mars (2018)** Playstation 4, Xbox One, PC

[GAME TRAILER](#)

#### Multiple Levels & Missions

Responsible for some of the more unique levels in this Martian adventure such as the Bovine Research Center (earth simulation) Transference Center, Robot Repair Center, etc. and support on many of the other missions in this forge able journey on Mars

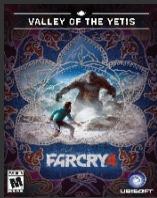


**Far Cry Primal (2016)** Playstation 4, Xbox One, PC

[GAME TRAILER](#)

#### The 'Legend of the Mammoth' mission: 'Hunt the Hunted'

Responsible for one of the mammoth missions in which the player controls and experiences life as a mammoth. As mammoth you will be tasked to lead and escort your herd of mammoths to safety, while removing obstacles, avoiding traps & enemy ambushes, and ultimately destroying and escaping a hunter's camp.



## **Far Cry 4 – Valley of the Yetis** Playstation 4, Xbox One, PC

[GAME TRAILER](#)

### 'The Relay Station' Base Camp

Responsible for Base Camp including the praised tower defense type of gameplay.

The player's camp will be assaulted nightly by a mysterious cult. By upgrading the camp with defenses, fortifying it and setting up traps he can prepare to survive the increasingly aggressive assaults of each of the nights



## **Splinter Cell Blacklist (2013)** Playstation 4, Xbox One, PC

[WALKTHROUGH](#)

### 'The Istanbul Fish Market'

Responsible for the Fishmarket, a coop level that shows the strength of vertical and stealth gameplay in the historical areas of Istanbul Turkey. From the narrow streets to the famous grand bazaar and fish market. With each of these areas offering their own unique gameplay approach and flavor.



**2006 - 2011**

**Game & Level Designer at Triumph Studios BV**



## **Overlord 2 (2009)** Xbox360, Playstation 3, PC

[GAME TRAILER](#)

### Multiple Levels & Missions

Responsible for most part of the Elven Kingdom, incl. the 'Everlight Jungle, Everlight Facility, Temple Outskirts, Everlight Temple, Everlight Town and many more' + Co-development on many other levels and missions. Including Gameplay mechanics, Tutorials, Enemy Designs and Boss fights, and more



## **Overlord 2 Battle Rock Nemesis DLC (2009)** Playstation 4, Xbox One, PC

[WALKTHROUGH](#)

### 'Phoenix End Boss Battle'

Responsible for the final challenge and Boss fight with the Fabled Phoenix, in this DLC package that opens up the 'Battle Rock' arena in the Netherworld and plays host to a series of new combat challenges.



## **Overlord (2007)** Xbox360, Playstation 3, PC

[GAME TRAILER](#)

### Multiple Levels & Missions

Responsible for the 'Halflings Homes, Melvin's Kitchen, Viridian Caverns, The Moist Hollows, The Understreets, The Construction Site and many more' + Co-development on many other levels and missions. Including Gameplay mechanics, Tutorials, Enemy Designs, Boss fights, and more



## **Overlord Raising Hell Expansion Pack (2008)** Playstation 4, Xbox One, PC

[GAME TRAILER](#)

### 'The Mellow Hills Abyss' missions

Responsible for the Halfling Abyss in this expansion pack that goes deeper into the Overlord's twisted world. Bringing Overlord's madness to a whole new level, with new mechanics, puzzles, mini games and challenges.

## **GAME ENGINES**

 Massive Entertainment's proprietary Snowdrop Engine	 Ubisoft's proprietary Anvil Engine	 Ubisoft's proprietary Dunia Engine	 Unreal 2.5 Customized by Ubisoft	 Triumph Studios' proprietary Creator Engine
---	--	--	--------------------------------------	---

## **TOOLS**



## **EDUCATION**

Game Design & Development

Utrecht School of the Arts 2003 – 2008

Bachelor of Art and Technology with honours

Graduated in game design, level design and game usability

