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Dutch

Level Designer

"I love environments, architecture and interactive systems. Designing, building and iterating on levels and games from scratch will always be my hobby and I am glad I turned it into my fulltime job. Either while collaborating with other people or while working independently, it is my goal to deliver great experiences to the players which they will gladly share with their friends."

Working Experience

2018 – Present **Level Designer – "Overkill's The Walking Dead" Starbreeze Studios**
- *Core Level Designer on the "No Sanctuary" level as first DLC.*
- *Co-Designed various levels which were already in development.*
- *Scripted & prototyped puzzles.*
- *Setup enemy encounters & objectives.*

2017 – 2018 **Level Designer – "Crossfire Co-op" Starbreeze Studios**
- *Designed more than five full sized levels in whitebox stage.*
- *Prototyped objectives & mechanics.*

2016 – 2017 **Level Designer - "Drakensang: Online" Bigpoint GmbH**
- *Designed seasonal events for the game.*
- *Assisted Content Designers to setup quest, triggers, events and narrative content.*
- *Adjusted several aspects of the game to fit the Chinese market.*
- *Created animated sequences.*
- *Lead feature teams of several internal projects.*

2015 – 2016 **Junior Level Designer - "Drakensang: Online" Bigpoint GmbH**
- *Designed a PvE area and a Mini-Dungeon for the "Rise of Balor" content expansion.*
- *Designed over 30 quests.*
- *Researched and implemented environmental Storytelling as part of my Bachelor Thesis.*
- *Designed and built a new challenge for an event, including new game mechanics.*

2014 – 2015 **Level Design Intern - "Drakensang: Online" Bigpoint GmbH**
- *Designed and developed two levels which are currently live in the game.*
- *Redesigned an existing event.*

Relevant Experience

2012 **Producer & Game Designer - "Geomancer"**
Dutch Game Awards 2012 Nominee in the category
"Best Student Game"
- *Managed a team of twelve students to complete a game from start to finish within 14 working days, during 14 weeks.*

2012 **Game Designer - "The Small Bang Theory"**
Global Game Jam 2012 Winner, 1st place Breda location
- *Cooperated with three programmers to combine our visions and deliver a polished game within 48 hours.*
- *The project was picked up by the company "Sassybot" who released an Android, iOS and OUYA version.*

Skills

Level Design
- *Unreal 4 (Advanced)*
- *Source Engine (Advanced)*
- *Nebula 3 Editor (Advanced)*
- *Unreal Development Kit (Proficient)*
- *CryEngine 2 (Proficient)*

Visual Scripting
- *Blueprints (Advanced)*
- *Kismet (Intermediate)*
- *CryEngine 2 Flowgraph (Basic)*

3D Modelling
- *Autodesk Maya (Proficient)*

Game Design
- *Documenting (Advanced)*
- *Prototyping (Advanced)*
- *Concept Development (Advanced)*
- *Balancing (Intermediate)*
- *Narrative Design (Intermediate)*

Team Management
- *Planning (Proficient)*
- *Managing scope (Proficient)*
- *Managing communication (Proficient)*

Programming
- *C# (Basic)*
- *Java (Basic)*
- *HTML & CSS (Basic)*

Miscellaneous
- *Jira (Basic)*
- *Confluence (Advanced)*

Languages
- Dutch (Native)
- English (Fluent)
- German (Intermediate)
- Swedish (Basic)

Education

Bachelor of Engineering Game Architecture and Design (English)
Cum Laude
NHTV Breda University of Applied Sciences (2011-2015)
Design and Production

Propaedeutic Degree in Software Engineering (Dutch)
Fontys Eindhoven University of Applied Sciences (2009-2011)
Major: Software Engineering
Minor: Game Design & Technology

Personal Interests

Games: *Both board & video games, mainly multiplayer or cooperative games. Shooters & action games are my personal favourite but I also enjoy more strategic games or singleplayer games with a strong narrative.*

Photography: *DSLR hobby photography, with a focus on environmental shots.*

Travelling: *I love finding inspirational locations and learning about different cultures.*