

PERSONAL DETAILS

DATE OF BIRTH : OCTOBER 30, 1986

NATIONALITY : DUTCH

MARITAL STATUS : SINGLE

WORK EXPERIENCE

Feb 2017 - Present **Senior Level Designer at CRYTEK GmbH**

Sep 2012 – Feb 2017 **Level Designer at CRYTEK GmbH**

ROBINSON: THE JOURNEY

PLATFORM: PLAYSTATION VR | ENGINE: CRYENGINE | RELEASE: OCT 2016

Level owner of the Jungle level

THE CLIMB

PLATFORM: PC (OCULUS VR) | ENGINE: CRYENGINE | RELEASE: APRIL 2016

Level owner of four levels

HOMEFRONT: THE REVOLUTION

PLATFORM: MULTI-PLATFORM | ENGINE: CRYENGINE | RELEASE: MAY 2016

Provided support and level owner of a single player mission

RYSE: SON OF ROME

PLATFORM: XBOX ONE | ENGINE: CRYENGINE | RELEASE: NOV 22, 2013

Level owner of the seventh chapter 'The Wrath of Nemesis' and the 'Henge' and 'Beacon' DLC multiplayer maps.

Dec 2007 - Sep 2012 **Level Designer at ACONY Games GmbH**

BULLET RUN

PLATFORM: PC | ENGINE: UNREAL 3.5 | RELEASE: JUL 2012

Bullet Run is a free-to-play multiplayer FPS developed by ACONY Games and published by Sony Online Entertainment (SOE).

On Bullet Run I went through all stages of game development, and worked on six levels. Furthermore, I helped gametype implementation, background entity setup, level optimizations and collision mark up.

PARABELLUM

PLATFORM: PC | ENGINE: UNREAL 3 | RELEASE: JUL 2010 – CANCELLED

Parabellum is a free-to-play multiplayer FPS developed by Acony Games and published by K2 (GamersFirst).

On Parabellum I went through all stages of game development, and worked on six levels. Furthermore,

I helped gametype implementation, level optimizations and collision mark up.

SKILLS

- ❖ Experienced in designing levels for both single player and multi-player games for over 10 years.
- ❖ Strong understanding of combat experiences, pace, difficulty and flow
- ❖ Gameplay block out and iterations
- ❖ Gameplay scripting from concept to gold master
- ❖ Ability to learn new software quickly and efficiently
- ❖ Art set dressing according to art vision.
- ❖ Create and maintain (level-) design documentation

SOFTWARE EXPERIENCE

- ❖ **Game Engines:** id Tech 3, Unreal, CryEngine
- ❖ **Environmental Tools:** Adobe Photoshop, CrazyBump, 3dsMax (limited)
- ❖ **Event tools:** Matinee, Trackview
- ❖ **Scripting languages:** PHP, C/C++ (basic), HTML, CoDScript (C), Kismet, Flowgraph
- ❖ **Production Tools:** MS Office, Tortoise SVN, Perforce, Test Track Pro, JIRA

SOCIAL SKILLS

Excellent communication- and social skills, team player, convincing, perfectionist, highly motivated, accurate

Languages: Dutch (native), English, German