

Stijn Dirne

Level Designer

I am a level designer currently working at King Art Games. I also have experience with Technical and Quest Design.

stijn.dirne@hotmail.com ✉

Upon Request 📱

Bremen, Germany 📍

www.stijndirne.com 🌐

EXPERIENCE

Level Designer King Art Games

02/2020 - Present

Tasks

- Designing level layouts
- Implementing gameplay elements
- Balancing encounters in levels
- Implementing and staging of cutscenes
- Working closely with level artists

Level Design Intern King Art Games

09/2019 - 01/2020

Tasks

- Implementing gameplay elements
- Balancing encounters in levels
- Implementing and staging of cutscenes
- Working closely with level artists

Encounter Designer Moopy Games

08/2018 - 02/2019

Student company from Breda

Tasks

- Creation of design documentation for a mobile games
- Creating and implementing encounters
- Balancing hero characters

Quest and World Designer Project Meadow Folk

09/2017 - 07/2018

Student Project

Tasks

- Creating and implementing all of the quests in game.
- Assisting Level Designers with implementing gameplay functionality using Blueprints.
- Placement of quests within the game world.
- Assisted with the initial designs for the world.

Level Designer Exiles of Auriga

05/2017 - 08/2017

Student Project

Achievements/Tasks

- Researching scenario based RTS level design.
- Creating and implementing several level scenarios.
- Playtesting the scenarios implemented into the game.
- Creating narrative elements to increase game immersion.

EDUCATION

HBO Bachelor Creative Media and Game Technologies - Design & Production NHTV Breda University of Applied Sciences

09/2015 - 01/2020

SKILLS

Single/Multiplayer Level Design

Singleplayer Balancing

Basic Scripting

Visual Scripting

Rapid Prototyping

Quest Design

Tech Design

TECH SKILLS

Unreal Engine 4

Unreal Engine Blueprints

Unity 3D

Perforce

Tortoise SVN

Jira

Microsoft Office

Adobe Premiere (Basic)

Adobe Illustrator (Basic)

VOLUNTEER EXPERIENCE

Aruba Volunteers

Devcom 2017/2018/2019

Aruba Volunteers

Quo Vadis 2017

LANGUAGES

Dutch

Native or Bilingual Proficiency

English

Native or Bilingual Proficiency