

Stijn Dirne

Level Designer

✉ stijn.dirne@hotmail.com

🌐 www.stijndirne.com

👤 He/Him

📍 Düsseldorf, Germany

Skills

Single and Multiplayer Level Design

Visual Scripting

Rapid Prototyping

Technical Design

Narrative Design

Programming

C#, Lua, Javascript

Technical Skills


Unreal Engine 4/5 | Unity 3D


JIRA | Perforce | Office 365

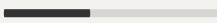
Tortoise SVN | Confluence

GSuite

Languages

Dutch 

English 

German 

Summary

I am a highly motivated and efficient Level Designer who is constantly further developing and improving my skills. I have over 4 years of level design experience working within multi-disciplinary teams in which I like to be as proactive as possible and solve problems before they become one. Currently employed at Ubisoft Blue Byte.

Professional Experience

Level Designer

Ubisoft Blue Byte

Nov 2021 – present | Düsseldorf

- Improving and maintaining existing levels
- Guidelines creation for other level designers
- Balancing and implementing encounters in levels
- Gameplay beats implementation
- Collaborating closely with artists, audio designers and coders
- Working with an inhouse engine

Level Designer

King Art Games

Sep 2019 – Nov 2021 | Bremen

Iron Harvest + 2 DLC's

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

Unannounced Project

- Preproduction level design
- Level design exploration

Education

HBO Bachelor - Creative Media and GameTechnologies - Design & Production

NHTV Breda University of Applied Sciences

Sep 2015 – Jan 2020 | Breda, The Netherlands