

# Stijn Dirne

## Level Designer

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🖱 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 

### Volunteering

**Aruba Volunteers**

*Devcom*

2017/2018/2019/2022/2023

*Quo Vadis*

2017

### 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