

Ravi Janssen

Level Designer

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personal information is available
in my full resume per request

Working Experience

- Sept. 2015 - Feb. 2016 **Level Design Intern – “Drakensang: Online”**
Bigpoint BmbH, Berlin, Germany
Level Design Intern for Drakensang: Online, a free-to-play action adventure MMO.
- Designed and created three levels, using an in-house editor, for seasonal and time-limited events.
 - Adapted four existing levels for seasonal and time-limited events, for which I closely collaborated with Game Design, Art and Quality Assurance departments.
 - Solving various issues in existing levels, by solving bugtickets and by playtesting upcoming content.
- Nov. 2010 - Feb. 2011 **Quality Assurance – “Operation Flashpoint: Red River”**
Codemasters, Southam, United Kingdom
Quality Assurance employee for Operation Flashpoint: Red River, a first-person tactical shooting game.
- Tested for and reported bugs during game development using an in-house bug tracking system.

Educational Experience

- Feb. 2016 - Current **Level Designer – “Lordbound”**
Graduation Project (Team of 12)
Level Designer for Lordbound, a The Elder Scrolls V: Skyrim expansion mod.
- Researched, designed and tested viability of level design templates for Skyrim dungeon creation.
 - Created, iterated and polished three dungeon levels using the Skyrim Creation Kit.
 - Wrote custom scripts in Papyrus for puzzles, sequences and encounters.
 - Closely documented my work for my graduation thesis, including extensive playtests and surveys.
- Sept. 2014 - Feb. 2015 **Design Lead – “Hyper Turny”**
Student Project (Team of 12)
Design Lead for Hyper Turny, an arena fighting game for Playstation 4 and PC.
Nominated for Best Student Game Design & Best Student Technical Achievement at the Dutch Game Awards 2015.
- Guided creative vision and led a team of three designers.
 - Helped adapting to mid-project transition to include PS4 development.
 - Managed collaboration with external audio engineering student.
 - Co-created three levels in Unity and continually balanced and tweaked gameplay mechanics and dynamics.

Education

- 2012-2016 **Game Architecture and Design (B.E.)** - NHTV University of Applied Sciences, Breda, The Netherlands
2011-2012 **Communication & Multimedia Design** - Academy of Media Design & Technology, Maastricht, The Netherlands
2009-2010 **ICT & Media Design (Propaedeutic B.Sc.)** - Fontys University of Applied Sciences, Eindhoven, The Netherlands
2004-2009 **Higher General Secondary Education** - Lyceum Schöndeln College, Roermond, The Netherlands

Skills

Level Design

- Skyrim Creation Kit (Advanced)
- Valve Hammer Editor (Basic)
- Unreal Development Kit (Basic)
- Unity 3D (Basic)

Production Tools

- Microsoft Office (Advanced)
- Tortoise SVN (Intermediate)
- Perforce (Basic)
- Jira (Basic)
- Mantis (Basic)

Game Design

- Documentation (Advanced)
- Prototyping (Advanced)
- Concept Development (Advanced)
- Narrative Design (Basic)

Scripting/Programming

- Papyrus Script Editor (Intermediate)
- C# - Unity 3D/PS Mobile (Basic)

3D Modelling

- Autodesk Maya (Basic)

Graphic Design

- Adobe Photoshop, Illustrator & InDesign (Intermediate)
- HTML/CSS (Basic)

Languages

- Dutch (Native)
- English (Fluent)
- German (Basic)

Interests

Very passionate about video games, as well as card and tabletop games. Enjoy cooking and reading, interested in both fictional and scientific topics. Very fond of animals, especially dogs. Also love travelling, seeing new cultures and meeting new people.