

# Ravi Janssen

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personal information is available  
in my full resume per request

## Working Experience

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- July 2017 - Current     **Unannounced Title – Wargaming Partnership (Level Design)**  
**Splash Damage Ltd, London, United Kingdom**  
*Level Designer at Splash Damage, working on a currently unannounced title under partnership with Wargaming.*
- Establishing early map design through paper prototyping, basic blockouts and close collaboration with other departments to establish creative vision.
  - Using sculpted terrain and epic landmarks to create engaging player experiences in large, outdoor areas.
  - Ran playtest sessions, collected and analyzed feedback and iterated on maps based on the results.
  - Additional responsibilities included work on smaller maps for technical prototypes and tutorials.
- Sept. 2015 - Feb. 2016     **Drakensang Online (Level Design Intern)**  
**Bigpoint GmbH, Berlin, Germany**  
*Level design intern for Drakensang: Online, a free-to-play action adventure MMO.*
- Prototyping, blocking-out and first-pass set dressing for brand new maps with unique layouts and themes.
  - Adapting and/or overhauling existing maps for seasonal and time-limited events.
  - Resolving level design-related bug tickets, as well as assisting QA with build reviews.
- Nov. 2010 - Feb. 2011     **Operation Flashpoint: Red River (Quality Assurance)**  
**Codemasters, Southam, United Kingdom**  
*Quality assurance support for Operation Flashpoint: Red River, a first-person tactical shooter.*

## Educational Experience

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- Feb. 2016 - Current     **Lordbound (Level Design)**  
**Independent Project/Graduation Thesis**  
*Dungeons, city and overworld design for Lordbound, a community-created Elder Scrolls V: Skyrim expansion. For my graduation thesis on level design, I researched the Skyrim dungeon creation process, then proposed, built and tested suggestions for improvements with three new innovative dungeon designs.*
- Sept. 2014 - Feb. 2015     **Hyper Turny (Design Lead)**  
**Student Project (Team of 12)**  
*Game/level design management for Hyper Turny, an arena fighting game for Playstation 4 and PC. Nominated for Best Student Game Design & Best Student Technical Achievement at Dutch Game Awards 2015.*

## Skills

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### Development Skills

- Working in multi-disciplinary teams and collaborating on large projects and features.
- Extensive experience in creating large-scale, non-linear levels and environments (open-world).
- Designing tactical singleplayer and multiplayer levels through metric-based design (e.g. Counter-Strike).
- Conveying ideas through blockouts or top-down sketches as well as adaptation to fully playable levels.
- Scripting dynamic gameplay scenarios such as puzzles, quests, cinematic events or NPC interactions.
- Set-dressing and environmental storytelling.

### Development Tools

Unreal 4 & Blueprint, Hammer, Unity 3D, Creation Kit & Papyrus, Adobe Photoshop & Illustrator, Autodesk Maya, in addition to proprietary 3D development tools used at Bigpoint and Splash Damage. Also experienced with version-control systems (SVN, Perforce) and professional management tools (Jira, Confluence).

### Additional Skills

Able to speak native Dutch, fluent English and basic German.  
Graphic-, web and communication design, app development, media arts, video editing.  
Retail sales in consumer electronics and video games.

## Formal Education

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2012-2016	<b>Game Architecture and Design (B.E.)</b>	NHTV University of Applied Sciences, Breda, Netherlands
2011-2012	<b>Communication &amp; Multimedia Design</b>	Academy of Media Design & Technology, Maastricht, Netherlands
2009-2010	<b>ICT &amp; Media Design (Propaedeutic B.Sc.)</b>	Fontys University of Applied Sciences, Eindhoven, Netherlands
2004-2009	<b>Higher General Secondary Education</b>	Lyceum Schöndel'n College, Roermond, Netherlands