



BRIAN VAN SCHAIJK

Level Designer

CONTACT

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in LinkedIn

EDUCATION

**Breda University of
Applied Sciences**
International Game
Architecture and Design
Bachelor of Science - 2017

SKILLSET

Level Design

Level Art

Game Design

Visual scripting

Rapid prototyping

T-shaped person

Collaboration with different
departments and disciplines

SOFTWARE

Unreal Engine 4 & 5

Perforce

Jira

Mantis

GAEA

World Creator

Sketchup

Trello

WORK EXPERIENCE

KEOKEN INTERACTIVE SENIOR LEVEL DESIGNER

JUL 2017 - MAY 2024

Deliver Us The Moon / Deliver Us Mars / Unreleased Projects

- **Creating layouts and blockouts** for about half the levels in the game, maintaining and iterating on levels throughout the entire development pipeline.
- Full **level art passes**, replacing greybox meshes with final geometry, applying final polish and level optimizations, as well as doing additional lighting and setdressing on several levels.
- **Visual Scripting** to implement gameplay encounters, scripted events, puzzles, and other level logic using **Unreal Blueprints**.
- **Collaborating with other departments** such as Art, Narrative and Game Design to account for narrative beats, mood, atmosphere, pacing, tension, and the function of spaces.
- **QA, bugfixing, and polish** to ensure a smooth player experience.
- Locking in metrics and exporting spaces to be used in Performance Capture sessions.
- Terrain heightmap generation using different programs, and terrain sculpting and modification using in engine tools.
- Creating trailers, marketing assets, and other promotional material.
- Creating **playable demos** and **prototypes** for several **new IPs** and other unreleased projects, including **Deliver Us Home, We Are Human, Expeditions**, as well as work on **Fortnite** maps in **UEFN**.

KEOKEN INTERACTIVE LEVEL DESIGN INTERNSHIPS

SEP 2016 - JUL 2017

I did two internships at KeokeN Interactive working on **Deliver Us The Moon**. My responsibilities included:

- Redesigning and polishing existing levels.
- Gameplay (re)design. Overhauling existing systems and concepting and prototyping new gameplay mechanics.
- Creating new levels from scratch.

OTHER PROJECTS

CAGED ELEMENT / NHTV LEVEL DESIGN STUDENT WORK

JUN 2016 - JUL 2016

During my study on BUAS I had the opportunity to do external project work on **GRIP: Combat Racing** by Caged Element.

- Created concept documents to pitch new original racetracks for the game.
- Created playable blockout for new track, focused on showcasing GRIP's unique wallriding mechanics and high octane gameplay.
- Iterating on level blockout based on feedback from leads and others.