



MARLOES DE GRAAF LEVEL DESIGNER

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 Breda (The Netherlands)

EDUCATION

Creative Media & Game Technologies

- Breda University of Applied Sciences.
- Bachelor of Science, specializing in Level Design (2019 - Present).

Media, Art, Design & Architecture

- Vrije Universiteit Amsterdam.
- Minor abroad: York St John University (September 2018 - January 2019).
- Bachelor of Arts, specializing in Media Studies, graduated (2016 - 2019).

SKILLSET

Hard Skills

-  Level Design
-  Game Design & Processess
-  Design Documentation
-  Unreal Engine 4 (Visual Scripting)
-  Basic 3D Modelling (Blender)
-  Adobe Photoshop

Languages

- Dutch - Native
- English - Fluent
- German - Basic

UNIVERSITY PROJECTS

Alien Removal Division | Level Designer

- September 2021 - June 2022.
- Created **two movement challenge sections** for the **Steam Demo**, making blockouts with a modular asset kit, polishing gameplay by **playtesting and iteration** and **set dressing** them with marketplace environment asset kits.
- Created two **set dress tools** through **visual scripting** to speed up the set dress process.

Sugar Blast | Level Designer & Scrum Master

- February 2021 - June 2021.
- Created the initial design of the hub level focussing on **onboarding** the player on movement, weapons and enemies.
- Created a **combat arena level**, making a blockout, placing A.I., balancing gameplay, while maintaining **cross-discipline communication**.
- Prepared and performed **playtesting sessions** and using the collected data during the **iteration process** to balance and polish gameplay.
- Created the base for the **modular asset kit** using **Blender** that was art passed by environment art.

Waltz Through Time | Level Designer

- December 2020 - January 2020
- Creating **quick prototypes** during the concepting phase: researching, sketching, creating blockouts and **creating level concept proposals**.

Unreal Tournament: FR-Library | Level Designer

- September 2020 - November 2020
- Set up a **gym level** to test gameplay moments and created a blockout for a **multiplayer Blitz map**.
- Prepared and performed **playtesting sessions** and using the collected data during the **iteration process** to balance and polish gameplay.

Production Intern - Studio Mooves

- February 2019 - July 2019
- As a production intern at studio Mooves I contributed to the organization of a **crowdfunding** for the independent film Camouflage.

VOLUNTEER WORK

Student Mentor (2020 - Present)

- In my second year of CMGT I was **recruited by the teaching staff** to help mentor younger students in the program.
- This included helping students **develop good academic practices** through weekly check-in meeting and providing support for **design and personal documentation** through feedback one-to-ones.

Gardening Club Leader (2020 - Present)

- In my second year of CMGT I was elected as club leader of the Gardening Club at **Breda University of Applied Sciences**.
- My responsibilities included **organising club meetings and events** for club members to participate in, planning out the garden and managing the club budget, and collaborating with the Green Office and the campus restaurant (focussing on biodiversity and sustainability).