

SKILLSET

Hard Skills

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

Languages

- Dutch - Native
- English - Fluent
- Swedish - Beginner

EDUCATION

Creative Media & Game Technologies

- Breda University of Applied Sciences.
- Bachelor of Science, specializing in Level Design, graduated with honors (2019 - 2023).

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).

INTERESTS

-  Games
-  Reading
-  Photography
-  Gardening

MARLOES DE GRAAF

LEVEL DESIGNER

I'm a creative problem solver who is always looking to learn new skills, tools, and processes. I'm result-driven, committed, and meet challenges head-on. My toolset includes researching, sketching, creating block-outs, and node-based visual scripting.

EXPERIENCE

Satisfactory | Level Designer (Open-World)

- Coffee Stain Studios | September 2022 - Present
- **Passing biomes that were previously lacking gameplay content:** placing rewards, creatures and resources and adjusting the terrain to create **memorable moments** for players exploring the world.
- **Iterating and polishing existing biomes** in the game while keeping player **progression and intended difficulty** in mind.
- **Polishing existing caves** by placing gameplay elements, improving their general flow and player leashing. And **creating additional caves**, focussing on challenging player movement and combat.

Alien Removal Division | Level Designer (Linear)

- University Project | September 2021 - June 2022.
- Created **two movement challenge sections and a combat encounter**, making blockouts with a modular asset kit, polishing gameplay by **playtesting and iteration**.
- Created two **set dress tools** through **visual scripting** to speed up the set dressing process.

Sugar Blast | Level Designer (Arena)

- University Project | 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, balancing gameplay, and maintaining **cross-discipline communication**.

Unreal Tournament | Level Designer (Arena)

- University Project | September 2020 - November 2020
- Created a blockout for a **multiplayer Blitz map**.
- Performed **playtesting sessions** and using the collected data during the **iteration process** to balance and polish gameplay.

ACHIEVEMENTS & ASSOCIATIONS

Get In The Game Programme Mentee (2022)

- Women In Games International, Paris Games Week.

Generation Google Scholar (2022)

- EMEA scholarship for Women in Games.

Student Mentor (2020 - 2022)

- Volunteer work at Breda University of Applied Sciences.

Gardening Club Leader (2020 - 2022)

- Volunteer work at Breda University of Applied Sciences.