

SKILLSET

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

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
Bachelor of Arts, specializing in Media Studies, graduated (2016 – 2019).

INTERESTS

-  Games
-  Crochet
-  Reading
-  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. With two years of industry experience, 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.
- **Bugfixing world and level related bugs** to ensure a polished end product and smooth player experience.

Alien Removal Division | Level Designer (Linear)

Indie 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**.
- Concepted and prototyped a **Level Design Ingredient** and created two **set dress tools** through **visual scripting** to speed up the set dressing process.

ACHIEVEMENTS & ASSOCIATIONS

Donna Day Mentor (2023)

Sweden Game Conference, Skövde.

Get In The Game Programme Mentee (2022)

Women In Games International, Paris Games Week.

Generation Google Scholar (2022)

EMEA Scholarship for Women in Games.