Jarno Fleurkens
Level Designer

🌐 *www.jarnofleurkens.com* ✉ jarno.fleurkens@icloud.com

Enthusiastic Level Designer focused on creating engaging and immersive level experiences for players to experience. Experienced in showcasing level design processes through sketches, blockouts and high level molecule designs. Experienced in developing with Unreal Engine 4/5.

Experience

The Archipelago Promise
First Person Survival | Level Design Lead   Sept 2022 - July 2023

- Created the onboarding level.
- Created a macro board for the game to plan out important milestones for the level spaces.
- Collaborating with LDs and Environment Artists to create an immersive game world.
- Created game trailers and reels to be used for marketing purposes.
- In charge of updating the Steam page and community hub posts.
- Used development progress data to plan changes to be made to create smaller level spaces that would be achievable for the team.
- Managing a team of level designers and environment artists, setting priorities and milestones, scheduling meetings, keeping track of team productivity, and reporting progress, blocks, and risks to the respective discipline leads and producers.

Cry of the Fox
3rd Person Adventure Exploration | Level Designer   May-July 2022

- Created and iterated upon the tutorial & first level of the game.
- Created world-building elements for players to encounter.
- Researched and implemented World Partitioning to improve collaboration between art and design.
- Collaborated on reviewing and maintaining build health on a bi-weekly basis.

Unreal Tournament | DM- Enigma Station
Multiplayer FPS Deathmatch | Level Designer   Sept - Nov 2021

- Research into Unreal Tournament, to develop my own map.
- Level Design sketches and draw-overs for arena design and moment-to-moment encounters.
- Created a Level Design Document
- Delivered a final DeathMatch Map with iterations based on active player feedback.

Robot Wipeout
3rd Person Beat-Em Up | Level Designer   Nov 2020 - July 2021

- Created a level design pipeline that details the steps from concept to final state.
- Created level design sketches for the arena design.
- Created and iterated upon multiple-level blockouts.

Steam Bump
Multiplayer Party Shooter | General GameDesign   April-July 2020

- Competitor analysis
- Level Design sketches and block out a playable arena
- UI/UX Prototyping
- Created sound effects
- 3C's balancing and iteration to improve player experience

Education

Breda University of Applied Sciences
- Creative Media and Game Technologies
- Specialising in Level Design

Raayland College
- Senior general secondary education HAVO
- Pre-vocational secondary education VMBO-T

Skills & Software

- Level Design, Planning & Blockout
- Worldbuilding
- Sketching/Story-Boarding
- Playtesting & Iteration
- Quality Assurance Testing
- Scrum/Agile
- Visual Coding
- Video Editing
- Multi-Disciplinary Collaboration
- Problem Solving
- Clear Concise Communication
- Eye for Detail

- Unreal Engine
- Unreal Blueprints
- Blender
- Perforce
- Jira/Trello
- Office/Google Suite
- Confluence/Miro
- Adobe Illustrator
- Adobe Photoshop
- Adobe Premiere
- ProCreate
- SketchUp
- Inkscape

Achievements

Bafta 2024 Yugo Student Awards - Longlist
- In 2024 The archipelago Promise was longlisted among 9 other games for a BAFTA student award for games.

Rookies 2023 - Draft
- In 2023 The Archipelago Promise was included in the draft. Picked by the judges, the list represents the current top talents.

Languages

Dutch
- Native

English
- Fluent