Jarno Fleurkens
Level Designer

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Level designer with 3+ years of hands-on experience in interdisciplinary game development at Breda University of Applied Sciences. 4+ shipped Itch.io titles, one Steam release, and another Steam launch on the horizon. Passionate about spatial storytelling, player flow, and turning whiteboxes into worlds.

Experience

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

- 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.
- 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   *May-July 2022*
3rd Person Adventure Exploration | Level Designer

- Created and iterated upon 1 level from blockout to art pass.
- Created world-building elements for players to encounter.
- Researched and implemented World Partitioning to improve collaboration between art and design.

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

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

- 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   *April-July 2020*
Multiplayer Party Shooter | General GameDesign

- 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

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.