

## CONTACT



[www.kevinvanschaijk.com](http://www.kevinvanschaijk.com)

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Haarlem, NL

## LANGUAGES



- Dutch (Native)
- English (Fluent)

## EDUCATION



2010 - 2016

**BUAS - BREDA UNIVERSITY OF APPLIED SCIENCES**

- Bachelor in Game Architecture and Design

2006 - 2010

**VARENDONCK COLLEGE ASTEN**

- Havo (NG)

## SKILLS



- Unreal Engine
  - Blockouts
  - Blueprints (visual scripting)
  - Modular kit workflow
  - Landscaping Tools
  - Sequencer
  - Lighting
  - Optimization
- Level Design
- Game Design
- Teamwork
- Time Management
- Problem Solving

## SOFTWARE



- Unreal Engine 4 & 5
- Photoshop
- Perforce
- Jira
- Mantis
- Trello
- Miro

# KEVIN VAN SCHAIJK

LEVEL DESIGN



## PROFILE

Creative Level Designer with **10 years** of **industry experience** in **Unreal Engine**, working on **3 titles that shipped** on most current and last gen platforms, and several unreleased projects. Hands-on experience in all stages of production, from concepting and prototyping to final product.

## WORK EXPERIENCE

### Level Designer | Vertigo Games Amsterdam

May 2025 - May 2026 | Unannounced VR Projects

- Design ownership of several chapters in an unreleased VR Action Adventure and Puzzle First Person Shooter.
- Building the levels through paper design, iterative blockouts and gameplay implementation.

### Senior Technical Level Designer | KeokeN Interactive

Feb 2017 - May 2024 | Deliver us Mars & Deliver us the Moon

- Designing and creating blockouts inside UE for approximately half of the levels across both games.
- Full art passes and set-dressing of the levels, from blockout to final form, using modular kits, hero assets and external libraries such as Quixel Megascans.
- Close collaboration with Narrative, Design and other departments on gameplay events, story pacing and performance capture spaces.
- Prototyping gameplay ideas, systems and scenarios.
- Implementing gameplay events and level logic using visual scripting (UE Blueprints) and existing systems to create fully functional levels.
- Using the UE Sequencer to create various cutscenes and cinematic gameplay events.
- Game Design on unreleased projects, designing and directing gameplay features, (player) abilities and enemy behaviour.

### Technical Level Design Internship | KeokeN Interactive

Feb 2016 - Feb 2017 | Deliver us the Moon

- Redesigning and improving existing spaces.
- Designing new levels.
- Prototyping and implementing new gameplay scenarios.

### Level Designer | BUAS + Caged Element

Sep 2015 - Feb 2016 | GRIP - Combat Racing

- Modifying and improving areas in existing tracks.
- Creating a playground free roam level that was part of the early access release, where players were able to test out their driving abilities and tricks in a skate-park like environment.
- Designing and developing new race tracks that revolve around GRIP's unique gameplay abilities.