

CONTACT



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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 **4 titles** that shipped on most current and last gen platforms. 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 roughly half of the levels in both games.
- Prototyping gameplay ideas, systems and scenarios.
- Implementing gameplay scenarios, scripted events and level logic using visual scripting (UE Blueprints) and available systems.
- Full art passes and set-dressing of the levels, from blockout to final form, using modular kits and hero assets provided by the 3D artists and Quixel's Megascans.
- Close collaboration with other departments, being involved in design and implementation of gameplay scenarios and closely working with Narrative on the pacing and implementation of story elements.
- Blocking and locking the Performance Capture areas in collaboration Narrative and Animation to ensure everything was fully prepared before the PCap shoots.
- 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.