

CONTACT



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www.kevinvanschaijk.com

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 4 & 5
 - 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
- Vegas Pro
- Jira
- Mantis
- Trello
- Perforce
- Miro

KEVIN VAN SCHAIJK

LEVEL DESIGN



PROFILE

Creative Level Designer with **8+ years** of industry experience in **Unreal Engine**, working on **3 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

KeokeN Interactive

Feb 2017 - May 2024

Technical Level Designer - Deliver us Mars & Deliver us the Moon

- Designing and creating blockouts inside UE4 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 (UE4 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 (PCAP) areas in collaboration Narrative and Animation to ensure everything was fully prepared before the MoCap shoots.
- Using the UE Sequencer to create various cutscenes and cinematic gameplay events.
- Working as Game Design Lead on unreleased KeokeN projects, designing and directing gameplay systems, abilities and enemy behaviour.

KeokeN Interactive

Feb 2016 - Feb 2017

Technical Level Design Internship - Deliver us the Moon

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

BUAS collaboration with Caged Element

Sep 2015 - Feb 2016

Level Design - 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.
- Developing new race tracks from scratch. Designing fun areas and scenarios that utilize GRIP's unique abilities to drive across walls and ceilings. Using Unreal Engine 4's landscaping tools, blocking out and further developing the levels with available art assets and spline tools.