

JESPER HOOIJMANS

LEVEL DESIGNER



CONTACT

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LEVEL DESIGN SKILLS

- Research
- Sketching
- One-pagers
- Block outs
- Visual scripting
- Developing level ingredients
- 3D Sketching
- Playtesting
- Rapid iteration
- Combat encounters
- Balancing ingredients
- Puzzle design

GAME DESIGN SKILLS

- Concepting
- Prototyping
- Research and analysis
- Design documentation
- SCRUM
- Environmental storytelling
- World map

LANGUAGES

- English
- Dutch

HOBBIES

-  Gaming
-  Padel
-  Creating Games

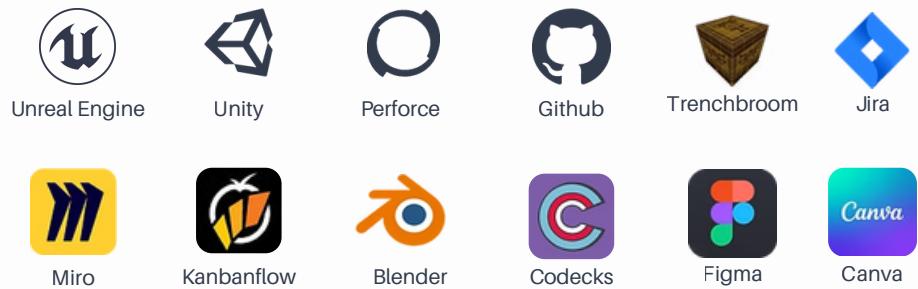
PROFILE

I'm Jesper Hooijmans, a passionate level designer currently studying Game Design and Production at Breda University of Applied Sciences. I enjoy creating engaging, atmospheric worlds that challenge and reward players. My focus lies in level layout, pacing, and player experience, combining creativity with technical understanding.

WORK EXPERIENCE

Domino's Pizza	2016 - 2025
Shift leader	
Efteling	2025 - Current
Valet parker	

SOFTWARE



EXPERIENCE

Worked on various game design projects, specializing in level design and creating immersive gameplay experiences. Collaborated with teams to bring creative visions to life and deliver high-quality gaming content.

EDUCATION

Application and Media developer	2017 - 2020
KW1C 's-Hertogenbosch	
Graduated	
Computer Science	2020 - 2023
Avans 's-Hertogenbosch	
Propedeuse	
Game Design and Production	2023 - Current
BUas Breda	
Current study	