

# 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



Unreal Engine



Unity



Perforce



Github



Trenchbroom



Jira



Miro



Kanbanflow



Blender



Codecademy



Figma



Canva



## 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**