



Jip Günther Haas

Level Designer

I'm a level designer mostly focused on the planning and building of experiences. I enjoy working together with others and bringing all the different parts of the game together as a level designer.

Contact

 **Email**
jiphaas@icloud.com

 **Portfolio**
jiphaas.com

 **Current Residence**
Dublin, Netherlands

Interests

- Games
- History
- Architecture
- Geography
- Guitars
- Reading
- Tabletop RPGs
- Traveling

Skills

Software Skills

- | | |
|---------------------|---------------------|
| • Github | • Unity |
| • Perforce | • Blender |
| • Jira | • Adobe Photoshop |
| • Google Suite | • Adobe Illustrator |
| • Unreal Engine 4/5 | |

Development Skills

- Single-Player Level Design
- Multi-Player Level Design
- Level Planning
- Design Documentation
- Level Blockouts
- Scripting
- Scrum
- Agile

Languages

- Dutch - Native
- English - Fluent

Work Experience

Black Shamrock

Game/Level Designer | February 2025 - Present

Unannounced Project | AAA Action-Adventure Game

- Taking missions from briefs, through blockout, to final polished content in the game.
- Working with directors and leads to iterate on missions and ensure all parties are satisfied.
- Communicating with the Level and Environment artist to ensure gameplay needs are met.
- Collaboration with Narrative designers and Writers on mission voice lines.

Fushion Interactive

Level Designer | April 2024 - October 2024

Unannounced Project | Puzzle Action Game

- Research based on the location requirements of the level, extrapolating which areas would work well for gameplay.
- Planning the first level: It's flow, puzzles, and action set-piece finale.
- Blocking out the level and using blueprinting within Unreal Engine 5 for functionality.
- Iterating the level based on playtesting and the wants and needs of the stakeholders.

Unannounced Project | Racing Game

- Designing repurposing parts for a new racing experience proof of concept for an external stakeholder.
- Reiterating the level and its components quickly as the mechanics of the game changed.
- Quickly having to adapt new level design techniques that work for the new experience.
- Working with environment art and performance tech to make sure the level ran properly on different equipment.

Vertigo Games

Level Design Intern | Februari 2023 - July 2023

Level Designer | July 2023 - January 2024

Unannounced Project | Release Unannounced

- Planning out level sections.
- Analyzing problem sections and redesigning them.
- Level Design documentation and the organization of it.
- Working together with Environment Art and Level art to ensure a smooth collaboration.

Arizona Sunshine® 2 | Release 7 December 2023

- Shaped a level in blockout following the intended experience, and worked with artists to bring it to life while maintaining the design. Including blockout, scripting, playtesting, and iteration. All while working with the other disciplines of the team to bring it together.
- Scripting designing for other levels; combat encounters, narrative beats, and interactive sections.
- Coming up with smart solutions to design problems, trying to mitigate issues where possible.

The 7th Guest VR® | Released 19 October 2023

- Scripting puzzles based on their intended design.
- Designing parts of puzzles under design supervision.
- Working with programmers on efficient implementation of puzzles.

Education

Breda University Of Applied Sciences

University | September 2019 - 2023 | Graduated

- Program: International Game Architecture and Design (IGAD) / Creative Media and Game Technologies (CMGT)

Cambridge Assessment English:

Advanced English | Issued 2018

- Certificate In Advanced English Level 3 C2

Tabor College Werenfridus

Havo - High School | 2013 - 2018 | Graduated

- Havo (NG) Diploma

BUAS - University Projects

Alien Removal Division - Student Project

Level Designer | Sep 2021 - Jul 2022

- Managing the level design team, through planning, reviewing work, and solving issues and dependencies.
- Planning the game's overall level experience, noting down requirements and restrictions for every level in the game.
- Designing, implementing, and iterating the Final Movement traversal level, and "Combat4" singleplayer combat arena level.

Osakabe - Student Project

Level Designer | Nov 2020 - Jul 2021

- Designing, implementing, and iterating the first stealth horror level of the game.
- Implementing the game's closet hiding spot.
- Working together with environment artists to create the environment and set dress the level.

FR-Avast - Unreal Tournament 4 Level

Level Designer | Sep 2020 - Nov 2020

- Designing, implementing, and iterating the level, a competitive multiplayer arena for the blitz gamemode.
- Managing and organizing community playtests.

Caravan Criminals - Student Project

Level/Game Designer | May 2020 - Jun 2020

- Designing, implementing, and iterating the game's only level, a top town combat encounter of an enemy camp.
- Managing and organizing community playtests.
- Designing the cover feature.
- Working together with environment artists to create the environment and set dress the level.



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