

Jan Van Hassel

Level Designer

janvanhassel.com

Interests

General:

Games
Architecture
Motorcycling
Traveling
History

Sports:

Indoor Football
Badminton
Snowboarding
Airsoft

Games:

CS:GO / CS2
Tabletop
Magic The Gathering
Guild Wars 2
Arma Franchise
Battlefield
Baldurs Gate
Dirt Franchise
The Division
Divinity Original Sin
Steep
World Of Warcraft
Total War Warhammer

Reading:

Fantasy/Thrillers
Team dev/Leadership

Personal

Name:

Nationality: Belgian
D.O.B: 28/07/1992
E-mail: contact@janvanhassel.com

Education

High School - Sint Godelieve Instituut Lennik
General Sciences and Maths

Art School - Kunst Academie Oetingen
Illustration and Visual Arts

College - Howest Kortrijk
Digital Arts & Entertainment
Majoring in Game Graphics and Productoin

Work experience

BOHEMIA INTERACTIVE A.S

Project: Argo
Role: Level/World Designer

Project: Arma III Malden 2035
Role: World Designer

Project: Vigor
Role: Level/Game Designer

Project: Arma III Contact
Role: World Designer

UBISOFT BERLIN

Project: Far Cry 6
Role: Level Designer

Project: Assassin's Creed Nexus
Role: Level/Mission Designer

Skills

Main Skills:

Level/ world design
Mission / game design
Visual scripting
Narrative design
Environment art

Other Skills:

Programming
(Basics in C++; C#)
Skinning; rigging; animating
(Basics)
Unreal 4 (Asset creation/
blueprints/ particles)
Unity (Basic prototyping)

Software

Adobe Photoshop
Autodesk 3ds Max
Pixologic Zbrush
World Machine
Unity
Unreal Engine 4
Cry Engine/Dunia
Real Virtuality 4

Exploring:
Source SDK

Languages

Dutch: Mother tongue

English: Fluent

French: Fluent

German: Solid Understanding